

Nº1 FOR GAM... WORLD'S FIR... GAMES MAGAZINE ISSUE 207
computer and video games
+ NEW SUPER-CONSOLE
DREAMCAST
+ FULL-ON PLAYTEST
LEGEND OF ZELDA
STRATEGY GUIDE AND TIPS
TOMB RAIDER 3
EXPERT PLAYER'S GUIDE
FEBRUARY '99
9 770261 369086 02
PLAYSTATION SCOOP!
SOUL REAVER
WE GUARANTEE IT'LL FRY YOUR EYEBALLS

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COMPUTER AND VIDEO GAMES #207 FEBRUARY 1999

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P20 PlayStation

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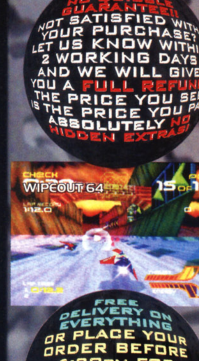


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computer and video games

EDITORIAL

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computer and video games

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FORGET ABOUT IT!

Games are taking over your life. You don't eat. You can't sleep. You smell. Your friends don't understand what you're saying – rubbish about Ocarinas, or worse. Who do you turn to? CVG. We're not going to help you. We're going to make it harder to quit! So you're going to lose your job too? Forget about it!
PAUL

OUR GUARANTEE OF QUALITY

CVG isn't like any other games mag – we genuinely enjoy playing the games! Here's what you get as a direct result:



USEFUL INFORMATION

We play games harder, and longer, than anybody else we know (and we know loads of people). The upshot is that you're the best-informed readers on planet Earth.



KNOCKOUT PICTURES

We won't let ourselves show you the boring bits. We want to show you how great games can be. That's how come our pictures are the best around, by miles.



WE LIKE A JOKE

We like games. But we're not going around treating this stuff like it's the Holy Grail. We're laughing at things that are stupid, or funny. Same as anyone would.



WE'RE NUMBER ONE

CVG was the first video games magazine ever in the world – we're 17 years old and counting. *CVG* is the biggest-selling magazine that talks about every type of game.

WE DO THIS MAGAZINE

WE THINK IT HELPS THAT YOU KNOW WHO'S WRITING THIS STUFF. JUST DON'T LAUGH.

PAUL DAVIES

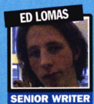


EDITOR

CURRENT FAVE GAMES:
- ZELDA
- POKEMON
- VF 3tb
- BEATMANIA

Next to games, Paul places real life a close second. Beyond hope!

ED LOMAS



SENIOR WRITER

CURRENT FAVE GAMES:
- VF 3tb
- HALF-LIFE
- POKEMON
- MUSIC

Every day Lomas arrives late for work. He stays up late waiting to see UFOs.

STEVE KEY



SENIOR WRITER

CURRENT FAVE GAMES:
- ZELDA
- ISS PRO 98
- SOUL REAVER
- TETRIS DX

Would beat you ANY DAY on *ISS Pro 98.* Beats the crap out of Abdul.

ALEX HUHTALA



STAFF WRITER

CURRENT FAVE GAMES:
- SONIC ADVENTURE
- ZELDA
- VF 3tb
- TETRIS DX

Yeah. Alex is cool with the CVG. Yeah, he knows the score. Big up.

NICOLA CHUBB



ART EDITOR

CURRENT FAVE GAMES:
- COLIN MCRAE
- BROKEN SWORD 2
- PARAPPA THE RAPPA
- TIME CRISIS

Enter the new girl! Let's see how she gets on with the others on the mag!

TONY CORMACK

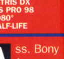


DESIGNER

CURRENT FAVE GAMES:
- TETRIS DX
- ISS PRO 98
- 1080°
- HALF-LIFE

Ass. Bony Ass. Licence to shrill. I like to talk. Let's talk. Yarda yarda…

ABDUL MONTAQIM



PROD EDITOR

CURRENT FAVE GAMES:
- ISS PRO '98
- TOMB RAIDER III
- GOLDENEYE
- STRAIGHT UP

Rallies the *CVG* troops, to make sure we go on sale on time. Hero!

CVG RATING SYSTEM

5 ...EXCELLENT



Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

4 ...VERY GOOD



Ranks among the best in its field, or surprises us with elements of well-implemented originality. Usually the highest we feel confident awarding a game.

3 ...GOOD



Something you may want to own, as opposed to renting it out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2 ...PRETTY BAD



Unlikely to be especially original or overflowing with exciting features – there are better examples available. Or a clumsy attempt at a new concept.

1 ...POOR



Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straight away. Save yourself the bother by avoiding in the first place.





With new LEGO® software
you can build your own virtual world
POLICE
OK, Mr LEGO pants, so you've built yourself a virtual helicopter. But that's not enough for you is it? Oh no, you have to get inside the cockpit and fly it. Show off.
What if you could build with LEGO bricks on your PC? What if they were 3D bricks? What if they never ran out? What if the Government banned the words 'what if'? Then what?
We asked Biker Bob to say a few words about LEGO Creator. Sadly, he's made from plastic and therefore unavailable for comment. However, you will find this exclusive LEGO collectors item free inside the box.
LEGO Creator is equally suitable for those who enjoy deconstruction (or blowing things to bits as we say in English).
Boom!
PC CD-ROM
LEGO creator
also available
LEGO LOCO
LEGO chess
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LEGO media
Imagine a new way to play

NEWS

[ZELDA SALES GO (DEKU) NUTS!]

For the benefit of anyone who couldn't get hold of *Zelda* this Christmas, CVG spoke directly to Nintendo's distributor to find out exactly what went wrong. In case you didn't know, there were not enough copies of *Zelda* in the shops in time for Christmas. The situation was so bad, there were even fights breaking out in some stores.

Initially THE Games, who distribute Nintendo games in the UK, requested 250,000 copies of *Zelda* from Nintendo in Japan. They were only granted 225,000. However the problems started when only 100,000 got sent out to retail, and then only 62,000 were made available to customers.

Zelda made it into 61,232 homes during its first weekend. According to the major retailers, Nintendo could easily have shifted the entire 225,000.

Though THE Games were working flat out over the Christmas period (the warehouse was operating 24 hours a day) it wasn't enough to satisfy demand. The excuse is simply that *Zelda* was practically a worldwide release, which kicked off in the States at the end of November where 1 million sold in less than a week!

Look at it this way: Nintendo expect *Zelda* to have cleared 5 million sales by the end of January across the globe, making it the fastest-selling game of all time. Under these circumstances you have to give Nintendo a little slack. Next time, though, Nintendo should honour the fans who pre-ordered the game. It's not like there was any doubt that we wanted this one!

[ZELDA'S TRUE HERO]

The creator of *Zelda*, Shigeru Miyamoto, has received an award from the Multi-Media Contents Association (MMCA). *The Legend of Zelda: Ocarina of Time* picked up the Multi-Media Grand Prix 1998 award for its outstanding international success.

[RUMBLE PAK FOR GAME BOY COLOR]

***Top Gear Rally* for Game Boy Color will feature a built-in Rumble Pak! This will be the first Game Boy game ever to give tactile feedback. *Top Gear Rally*, a racing game developed by Kemco, will be released early this year, though we have no set release date. Can't wait to see how much of a buzz this really is!**



It's still the coolest game machine out there!

[FULL ON NUON]



The British-developed technology known as Project X is now officially called NUON. This new technology, expected to hit some time in the year 2000, aims to transform any form of digital video format into an 'interactive media centre'. In other words, funky presentation screens, internet access, video conferencing, and the potential for a new breed of games. Legendary British software developer, Jeff Minter, already has a couple of titles in progress, including *Tempest 3000*.

[PROJECT BERKLEY GETS A NAME]

The new game from *Virtua Fighter* genius Yu Suzuki has been named *Shenmue*. As we have explained before, *Shenmue* is the first of a new type of game called FREE (Full Reactive Eyes Entertainment). There's a whole load of new images and information in New Games this issue, starting on page 56.



[SMITH GONE]

Our favourite Art Editor, Jaime Smith has left the magazine. Jaime has been replaced by a new favourite Art Editor, Nicola Chubb. Jaime Smith helped created the look of the UK's Number One games magazine. So you should join us in saying 'Thank You', and wishing him Good Luck with his next mission in life. Colonising the stars, last we heard.







ZELDA!!!

[DREAMCAST PERFORMS]



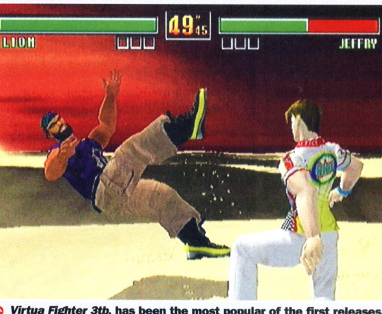
The first batch of 150,000 Dreamcasts totally sold out on day one in Japan. A week later, there were still shortages, as Sega struggled to satisfy demand. This is a stunning performance, which beats the 120,000 sales of PlayStation in its opening week in 1994.

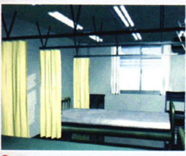
Hundreds of people queued all night outside shops in Tokyo. It's rumoured that the President of Sega took a trip into Akihabara to hand out business cards to the dedicated crowds. True or not, Sega are taking customer service very seriously.

There are many kinds of postal and telephone offers available to Dreamcast owners, who provide purchase information to Sega in return for limited edition gifts. Also, anyone who hooks up to Sega's Dreamcast internet service automatically becomes part of Sega's user network – free gifts on offer on a daily basis.

Provided the excitement is maintained with all these incentives, Dreamcast's popularity should grow very quickly in Japan.

The important thing for Sega is the constant user feedback, making sure that they give players exactly what they want at the right time. Expect a similar onslaught in the UK next autumn. We can't wait!





The adventure game *July* lacks character(s), and is dull!



***Godzilla*'s basic gameplay hasn't even impressed die-hards.**

***Virtua Fighter 3tb*, has been the most popular of the first releases.**

PLEASE SEND YOUR LETTERS TO:

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WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

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MAIL BAG



If any of you actually read this bit, we have a small surprise for you. As a reward for reading the parts of the mag that nobody cares much about, we have decided to do a little mini compo. On all of the letters you write to us, mark the envelope Mailbag #207. If you put that on it, we'll draw out one letter and send that person a game we've got lying around the office. It may not be great quality but it's free – and that's on top of the Comet prize.

A CLOSET FEMINIST

Dear CVG,
I am writing to tell the world how crap the *Tomb Raider* series is. It's the worst series ever. I'd rather be playing *Dizzy Goes To Holywood*. What's good about a posh tart jumping around the jungle, shooting monkeys and large birds? I thought *Tomb Raider 3* was going to be good (I have no idea why) and I was willing to give it a try. When I found that it's just as bad as the other two, I had a violent spasm and I am still in shock. Half of the time you can't see where you're going because it's far too dark and the controls jerk about too much, making it look like Lara is suffering from some sort of tropical ill monkey infection. The graphics aren't as good as people make them out to be either. Close up, the pixels are bigger than beefcakes and the textures on trees and grass etc, look like vomit. So why do people anticipate these games so much and why is there so much hype about them? I'd rather buy *3D Railroad Master* or *Garden Encyclopaedia* than *Tomb Raider*. Why do people compare games like *Tomb Raider* with games like *Zelda* and *Final Fantasy 7*? To all the sad geeks who idolise Lara and think of her as a sex symbol, GET A LIFE YOU PATHETIC IDIOTS, SHE'S NOT REAL!
Hector Tweed,
m01ika00@cwcom.net

CVG: Anyone else hate Tomb Raider as much?

HE'S GOT TO GET ON THE END OF THOSE

Dear CVG.
What do you think about the idea of a Sky Sports soccer game? Imagine: it would have all the excellent Sky Sports graphics for the starting line-ups and so on, excellent commentary from the great Andy Gray and that other bloke, and at half-time you could view the best goals of the game and all the controversial moments using Andy Gray's toys like the Virtual Replay. I'm sure a lot of your readers that agree that this would make an excellent game.
Terry Ohene-Amoako, cygma7@yahoo.com

CVG: The 'other bloke' is Martin Tyler, for your information. Or it could be Alan Parry – he does some commentary sometimes. Maybe the game could come bundled with a virtual pen so that you can draw all over your screen too!

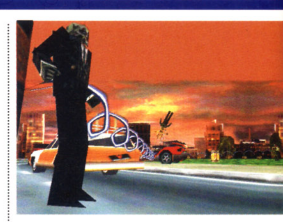
SORRY, DREAM WHAT?

Dear CVG,
I think you could get a bit more excited about the Dreamcast. You don't seem to care too much about it from what I've read. Sega are really trying hard to come back into the spotlight and I think they deserve a break. *Sonic Adventure* looks really good and I can't wait for it until after Christmas. Now I want you to leave the PlayStation scene alone and concentrate on the DC, because it's people like you that can really make a difference.
William Hickey, harping25@hotmail.com

CVG: Not excited? You must be joking! Dreamcast fever in the office has reached fever pitch since we got our machines in. Everyone plays Virtua Fighter and Pen Pen is getting a fair old airing. But in all honesty, you have to look at the amount of people outside of Japan who have a Dreamcast. That number is low and it's not going to come out here until next September, so we'll wait until then to really go over the top.

BAN THE BLOOD!

Dear CVG,
I would like to complain about the use of violence in computer games. It may come as a surprise to you to hear that I am at the tender age of 17, a time when we youngsters are supposed to appreciate this sort of thing in our games. It may also come as a surprise to you to hear that I have enjoyed the violence present in games such as *Grand Theft Auto*, *Quake* and *Carmageddon*



profusely over the last couple of years, but therein lies the problem.

You see, after a while of playing these games, the only reasons left for me to play were violence and gore. I began to enjoy these things way too much. There is nothing like the climactic gibbing of a particularly nightmarish ogre; or the achievement of a Gouranga bonus while driving the Beast – a classic video game moment as Muslims and parents alike stare in disbelief at your joyous murder; or the ever more inventive splatting of pedestrians/zombies in *Carmageddon* (my particular favourite is to neatly land on one after massive air, even better if you have been spinning a lot – you get a cunning stunt bonus).

These things are too much fun. If they become the only reasons that we now play the games, then I think that the censorship or elimination of these elements might be a good idea. It would be much better if – taking a leaf out of Nintendo's book – exploration was the key reason to play. All these games have enough original elements to make them worth playing without needing to sell themselves on violence. *Carmageddon* has its freedom of movement, *GTA* has its open mission structure and intelligent use of music and *Quake* has its revolutionary architecture.

Anyway, congratulations on the mag, and for treating everyone's opinions with respect (I point to the letters from parents and older gamers).
Dom Sinacola,
Dominic@sinacola.freeserve.co.uk

CVG: Resident Evil has a certain amount of exploration to it and without the violence, it wouldn't be half the game it is. You've raised a fair point but you have to remember that some games need violence to make them the finished article, same as the movies.

SCREWS LOOSE

Dear CVG,
I got my N64 a month ago. When I got it I opened the memory expansion cover and when I looked inside I saw a small memory card shape that said on the front 'Power RAM Prototype'. When I started up my N64 with the card and game put in, nothing happened. I turned it off and opened it again and pulled out the little red card. I unscrewed it to look for the microchip and it wasn't there.
Mitchell Ratcliffe. Potters Bar.

CVG: Dope.

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At Comet Game Zone you can try out the latest games from the top two consoles on the market – Nintendo 64 and PlayStation – before you buy them. Call 0500 425 425 for your nearest Comet Game Zone.





DO THEY PROSPER?

Dear CVG,
I have recently found myself buying into a second generation of gaming after 20 years of playing games. By this I mean that for the first time I'm buying my two sons (aged 4 and 6) their own machine. This brings all sorts of parent-like questions to my mind, but the reason for my mail is to ask you about the 'cheat mentality' that I don't want my kids to buy into.

In the heady days of *Space Invaders*, it was just you against the machine. You developed patterns and strategies to get to the next level and you had to be quick; skilful even. As a result, my hand/eye co-ordination became pretty good. This still applies in games like *Colin McRae* where virtual driving skill can be truly impressive. But recently I got into online gaming, starting with *Quake*, happily building my own set of skins and having a laugh getting killed *ad infinitum*. Then I discovered *Diablo*. You can be proud of a nicely tooled-up level 20+ character and the slog it took to get it there. And sharing in the experience online adds community to the equation.

"Nice sword, mate!"

"Thanks. Wrestled it from the hand of a skeleton, I did."

Unfortunately, you can cheat. You build up a character to decent proportions and some punk-ass with God Mode on does an instant kill and steals all your hard-earned goods by utilising somebody else's hack! And they think they're clever.

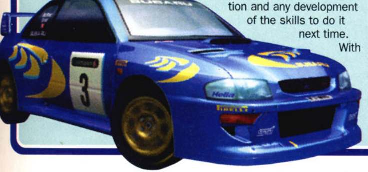
It seems an element of (mainly younger) players just don't have the skill or the honour to play nice. They are denying themselves satisfaction and any development of the skills to do it next time. With



my kids' PlayStation arriving soon, I don't want them to fall into the same trap. What do you see as your role in this? Especially where cheating is at the expense of other gamers? I'd appreciate your input.

Martin Owen,
martin@morosa.force9.co.uk

CVG: The emphasis these days appears to rest on the speed in which you can complete games. We get callers who buy Tomb Raider 3 and ring us demanding cheats before they've even got it out of the box! Cheats and guides are the most popular part of games magazines but we try and wait until the game is out before we print them. But on a general level, you're right. All this cheating shows that the skill of game players is dropping.



LET'S TAKE THIS OUTSIDE

Dear CVG,
When I started buying *CVG* in July last year there was one High Five in two issues or less. In the July/Aug editions this year, there were at least four – namely *Banjo Kazooie*, *Colin McRae*, *Tekken 3*, and *Radiant Silvergun*. What I would like to know is are the games getting better or are you getting softer?
Robert, pallas@gibnynex.gi

CVG: It's not that we're getting softer – far from it. It's down to when the games are released. The months you mention happened to have four of the biggest games of the year released. Other, quieter months will have none at all. There may be a couple of our review scores that you don't agree with, but that's a personal opinion, like all reviews. We try but we can't please everyone. That's the way CVG works.

THIS ONE IS A WARNING

Dear CVG,
With reference to Robin Thomas and his amnesiac memory card, I purchased such an item of plastic cleverly disguised as a memory card. But instead of breaking it I sent it back to Joytech Europe who then promptly returned to me another item of plastic. But this one was four times – that's four times – a standard card. It's got a little button for you to make a choice of LEDs you want lit! And they flash (mmm, nice). Doesn't do f**k all else though. This time I was well prepared. It lasted 14 days until it really started flashing too much. Sadly, all information was lost. Boy oh boy; the moral is, "Yours. 'Ere are, 'ave it!"
S Winter, Winchester, Hampshire

CVG: We've had lots of letters about third party memory cards, and they all say don't bother. However, we'd like to hear the other side of the story if there is one.

SUPER FURRY SNIPPETS

Dear CVG,
When is there going to be a decent four player PlayStation first person corridor game which will be able to rival *Goldeneye* and the forthcoming *Perfect Dark*?
Jonathan Bilson,
dalurvedoctor698@yahoo.com



CVG: Unfortunately, the closest you're going to get to a four player shooter will be Quake 2, and that's not due for a few months yet. Even then, it's only two players but there is a possibility you'll be able to play four player link-up. We'll keep you posted.

Dear CVG,
Could you please kindly tell me if any of the games companies will ever make a fighting game featuring the DC comics characters?
Nisal Karunanayakage,
106372.50@compuserve.com

CVG: Sunsoft and Titus have the licence to produce DC games, though they haven't made any recently.

Dear CVG,
Please, please, please, please, please can you say that the N64 is a lot better than the crappy PlayStation? Or else I will cut my ears off and stick them on my arse.
Andrew Hamlen, Lancashire

CVG: Say hello to the only boy in Lancashire with a vertical smile.

Dear CVG,
I am writing about the game that's most wanted, dead or alive – *Goldeneye 007* on the Nintendo 64. It's got good graphics, shoot-ne-yo-the-ass playing mobility.
Imran Ali, Bradford, West Yorkshire.

CVG: We stopped this letter here, because he's waffling nonsense. Fool.

Dreamcast

THE NEW SUPER-CONSOLE

The first Dreamcasts are now in the hands of the world's video gamers! Here's what you can look forward to this Autumn.

Sega are responsible for many of the greatest arcade games of all time. They're also responsible for the most successful games console to ever hit the UK – the Mega Drive. They've constantly created new technology for the arcade, raising peoples' expectations of video games each time. And now, after a few problems with their last home machine, they're back with Dreamcast – a console which out-performs even the most powerful arcade system currently available! You too could be playing the next level of video games this September.

THE MACHINE

BUILT-IN MODEM

The tiny little modem fitted into the back of the machine lets you browse the internet, send e-mails and play games against people around the world. It can be removed and upgraded too.

COOLING SYSTEM

A fan and liquid cooling system built into the Dreamcast stops the internal workings from overheating. It also makes the machine hum quietly like a PC.

FOUR JOYPAD PORTS

Four joypad ports mean you don't need add-ons for multiplayer games, plus you can use multiple peripherals at once (steering wheel and light gun, for example).

SEGA AND WINDOWS CE LOGOS

The final version of the Dreamcast, as launched in Japan, has 'Sega' and 'Designed for Microsoft WindowsCE' logos on the front.

VISUAL MEMORY

COMMUNICATIONS PORT

If you remove the plastic cover, you can link your VM with another unit, a mobile phone, or the Dreamcast joypad.



SCREEN

You can check on your saves, or even download mini games onto your VM and play them on the move.

JOYPAD

CONTROLLERS

STICK: The analogue stick is very light to move around, but feels totally accurate.
D-PAD: The d-pad is similar to the N64 pad's, only diagonals are much easier to press.



VM SLOT

There are two slots in the joypad for Visual Memory units. The screen shows through the hole in the pad, giving you extra bits of information.

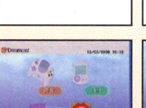
THE FRONT END

If you start up a Dreamcast without any game inside, you'll go to the front end menu. From here you can check your Visual Memory status, set the machine's internal clock, play a music CD, and change the sound and general options, including making all the front end text English. These aren't features you're likely to use often, but the bouncing 3D icons are very pretty!

Dre

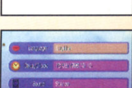
Dreamcast

Dreamcast









➔ The internal menus don't look very stylish, but they do their job just fine.

SEGA'S DREAMCAST HITS HOME!

FEATURE

COMING TO THE UK

Sega aren't keen to talk about the UK launch of Dreamcast. So far, the only "definite" facts revealed are that it *might* be launched in September 1999, but a modem *will* be available at the same time.

It has not been decided whether the modem will be bundled with the console, as it is in Japan, but we're expecting an announcement before too long. Sega won't even hint at a price (though we're expecting it to be under £200), and won't reveal anything about the line-up of games. We're not expecting many Japanese games to be released, other than big arcade conversions such as *Virtua Fighter 3tb* and *Sega Rally 2*, or major titles like *Sonic Adventure* and *Resident Evil: Code Veronica*.

Instead, games by top European and American developers should provide the kind of games the UK market goes for at the moment – mostly ones involving driving, killing or driving AND killing.

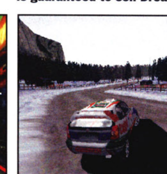


If it's finished, *Resident Evil* will be a UK launch game.



The amazing *Sonic Adventure* is guaranteed to sell Dreamcast.

***Blue Stinger* has the kind of action UK gamers will love!**



An enhanced version of *Sega Rally 2* is rumoured for the UK.



Here's our man in Japan, Warren, with all the Dreamcasts and games we bought on launch day! Stacks and stacks of the things!







THE NEXT GENERATION

The most noticeable thing about Dreamcast's extra power is the step up in terms of graphics. The machine can handle much more polygons than N64, PlayStation or Saturn at a much higher resolution than any of them.

In fact, even though we make sure we take the best possible screenshots, standard computers can't get pictures of the games at their true resolution. Check out our pictures of *Virtua Fighter 3tb* – while it looks amazing, the actual game runs at more than double the resolution and at 60 frames per second!

To give you an idea of the difference, below is a screenshot of *Tekken 3* on the PlayStation – one of the most impressive-looking games on the console – and one of *Virtua Fighter 3tb* on Dreamcast.

While the PlayStation struggles to have two 3D fighters on an entirely flat 2D background, Dreamcast easily runs two super-detailed fighters in a massive 3D arena which goes right off into the distance. And all of this at high resolution and a constant 60 frames per second. You can expect Dreamcast graphics to improve considerably as developers get used to the machine, too.



***Pen Pen Triicelon* looks like a rendered 3D cartoon at times because it moves so smoothly.**



While *Godzilla Generations* doesn't look fantastic, there are still some very cool effects.



Great-looking fighters, but the floor is a flat, rotating picture and the flat background just slides left and right. The effect works, but there are limits.



Here, Jacky and Lion are on the curved roof of a shop with streets below and into the distance, 3D buildings all around, and even some 3D birds!







- ARCADE AND JAPANESE IMPORT VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 GD
- RELEASED BY SEGA TEL 0181 995 3399

People are paying up to £2,000 for a Japanese Dreamcast, just for the chance to play this game in their homes. That's still a bargain!





Although four games came out at the same time as Sega's Dreamcast in Japan last November, just one of them made the machine sell out instantly – *Virtua Fighter 3tb*. Although AM2 have been extremely rushed, with work on Yu Suzuki's *Shenmue* and the top-secret *Virtua Fighter 4* for the arcade, they've still had time to oversee Genki's conversion of *VF3tb*. Now that we've got our Dreamcasts, we've had the chance to play the game a LOT (who needs lunch anyway?) and can give you a first proper look at the home conversion of the best fighting game ever. Nobody knows *Virtua Fighter 3tb* better than CVG, so stick with us all the way!

IT'S COMING HOME! IT'S COMING HOME!

One thing worth noting is that amazing though Dreamcast *Virtua Fighter 3tb*'s graphics are, they're not quite identical to the Model 3 arcade original. Most people won't notice the differences, so being the ultimate video games magazine, it's up to us to point them out.

ARCADE / **DREAMCAST**





The clothing movements aren't quite as pronounced as in the arcade version. It's most noticeable with Aoi's giant sleeves.





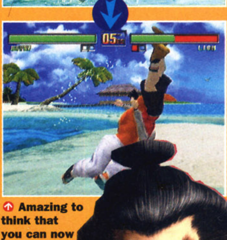
Though the characters look incredible, the arcade originals had a few more polygons to them. You'd hardly notice though.





The fighters' shadows break up occasionally on Pai's rooftop stage, which they didn't do in the arcade version. No big deal.







Amazing to think that you can now play the best-looking game in the arcades at home! It's Virtua Perfection!

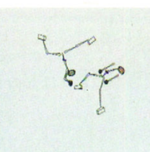




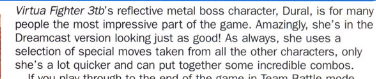
HISTORY TODAY

One great extra included in Dreamcast *Virtua Fighter 3tb* is the History Mode. This is a high-quality video showing early versions of all three *Virtua Fighter* arcade games. There's some very rare footage of an extremely early *Virtua Fighter 2* with some abandoned characters, plus the original *Virtua Fighter 3* demo which wowed the crowds at the E3 show in 1996.

Once you've completed the game you'll also be able to watch the fantastic rendered video used to promote arcade *Virtua Fighter 3*.





'ADVANCED PROTOTYPE. MIMETIC POLYALLOY'



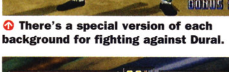
Fighting Dural from the new first-person view shows just how incredible she looks.

Virtua Fighter 3tb's reflective metal boss character, Dural, is for many people the most impressive part of the game. Amazingly, she's in the Dreamcast version looking just as good! As always, she uses a selection of special moves taken from all the other characters, only she's a lot quicker and can put together some incredible combos.

If you play through to the end of the game in Team Battle mode, you need to defeat three Durals in a row. The first of these is the same as usual, but the second version gets more and more translucent as she's damaged. The third Dural flickers on and off as she gets more damaged, making her look as if she's malfunctioning!



When Dural starts fading during a fight, it can get very hard to spot her, especially in dark areas like this. Just stay alert and time your attacks to perfection.



There's a special version of each background for fighting against Dural.



In Team Battle mode, you can see right through Dural when she's been damaged.




TWO GAMES IN ONE!

Both versions of *Virtua Fighter 3* are included on the Dreamcast GD-ROM for extra variety, which is great news for everyone!

NORMAL MODE

As well as the full version of *Virtua Fighter 3tb* you also get a conversion of the original *Virtua Fighter 3* included on the game disc. As well as only using a single character for each fight, you also get the original game's backgrounds (which are, in our opinion, better than the newer Team Battle versions) and the original fighting style of the characters.

TEAM BATTLE

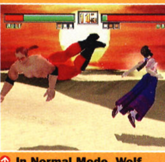
The main mode in the game is Team Battle, whereby two players choose up to five characters and fight one-on-one until a whole team has been wiped out. A successful fighter gets a bit of energy back at the end of a fight, depending on how quickly they won, ready for their next opponent. Creating the ideal team can be fun, as finding the best combination is very important.



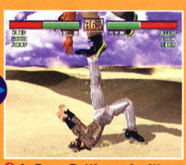
Here's Jeffry's sandy island in the tropical sunshine...



And here it is by the light of the silvery moon.



In Normal Mode, Wolf fights as the desert sun sets.



In Team Battle mode, it's daytime with a cloudy sky.



Aoi's original background is filled with fog and light snow.



The Team Battle version doesn't look quite as chilly.





A roundhouse kick should see Lau off the edge.

OUT OF THE RING

One of *Virtua Fighter 3*'s revolutionary features is the use of undulating fighting arenas. Each stage is completely different from the last in terms of size, shape and scenery, making the choice of arena very important. Some stages are relatively small and have Ring Out opportunities all around them (such as Taka-Arashi and Jeffry's stages), while Wolf's desert goes on forever. Others have walls and bits of scenery which you can use to your advantage, if you know how.



Shun's rafts and boat move up and down independently, as do your legs if you stand with one foot on each.



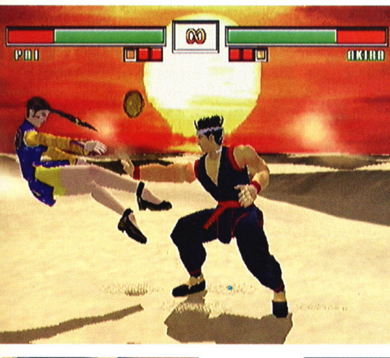
The Great Wall goes right the way back across the hills in full 3D! Wow!



The water laps around the edge of the small island while seagulls circle above.

VIRTUA REALITY

As *Virtua Fighter 3tb* is the first game on a brand-new console, you'd expect it to be the best-looking game so far seen, but that's still not enough to prepare you for the quality of *VF3tb*'s graphics. There's not much point us going on and on about the graphics – just take a look at these top-quality screenshots and see for yourself. In this game's case, a picture speaks more than a million words.







Wind blows up clouds of sand which sweep around the desert.

The amount of detail on the characters and scenery is unbelievable!

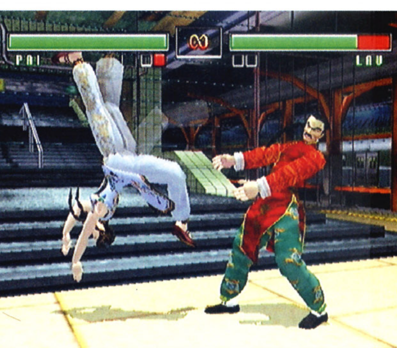


Characters stay totally solid, even when you see them close up.

Some fast moves use this cool blur for added effect.

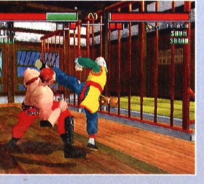






DUCKIN' AND DIVIN'

Controlling your fighters couldn't be simpler. You use four buttons – Guard, Punch, Kick and the new Escape button. This lets you dodge in and out of the screen whenever you want, either to move into a better position within the arena or to avoid attacks. It's well worth learning to use the Escape button quickly and effectively as it can be used to set up some great opportunities.





BETTER RUN HOME TO MOMMA NOW!

Amazing though the Japanese version of *Virtua Fighter 3tb* is, it doesn't have as many great new features as we'd hoped. There's a possibility Sega will add extra bits and pieces over the next few months for the American and European launches, but there's still no definite word on whether that will happen. You can trust CVG to keep you updated!





Here's a game that will truly twist your mind, burst your eyes and kill your ears. The thing is, you'll be smiling all the way!



The things that make a game successful in Japan are very different from those which make a game do well in the UK. Over there a game has to be fun, it has to play well, and it must have strong lead characters to be popular. In the UK it's mostly down to easy-to-play games involving lots of death, which is why *Pen Pen Triicelon* isn't likely to come out over here. But as one of the four Japanese Dreamcast launch titles, and one of the nicest-looking games so far, it's well worth a look. And if you think you've got a head that can handle this kind of madness, check it out!

A PLACE FOR CRAZY PEOPLE

There are four different race areas on Iced Planet, each of which is divided into a number of sections. A regular race consists of swimming, sliding and waddling stages, but there are also extended versions of each course with extra sections. As you race through the game, more hazards appear on the courses – rolling boulders, bats, giant hands, flowing water, pinball bumpers, and loads more – just to make things harder.



This is the most annoying part of the game.

FASHION VICTIMS

By winning races in one-player mode you can earn extra pieces of clothing for the Pen Pens. Various hats, shoes and props can be collected, as well as complete costumes such as a firefighter, bunny girl, and one which makes a Pen Pen look like the Terminator.



This screen lets you dress up your Pen Pens.

Where did you get that hat?

This underwater section is full of ship-wrecked galleons to avoid.

PEN PEN QUAD-ICELON

Pen Pen Triicelon is the only launch game to use the Dreamcast's four joypad ports, allowing a bunch of people to race at once. The detail of the courses and the frame rate of the graphics in two-player mode are kept almost exactly the same as in one-player mode, while four-player isn't quite as smooth. Races are still a lot of fun with a group of people as the game can get extremely competitive!



Multiplayer races can turn nasty!



ONLY IN JAPAN

While *Pen Pen Triicelon*'s not one of the best games around, it can be a lot of fun to play. Although a UK release isn't too likely, we'll be updating you as soon as we hear anything.



100% COMPLETE Dreamcast	DESTRUCTION GAME	BY GENERAL ENTERTAINMENT	• VM MINI GAME AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 GD
	OUT NOW (IMPORT)	1-4 PLAYERS	• RELEASED BY SEGA TEL IMPORTER



A game where buildings are destroyed by giant mutated creatures, and the army are of no use. It can only be...

GODZILLA GENERATIONS

Sega had the services of the biggest star in movies to help launch the Dreamcast. The fact that he's Japanese was also a help, as Godzilla has a huge following in his native land, especially with a younger audience. This fan base probably explains why the finished game is simple in its controls and nature, but even with limited features Godzilla still has a lot of charm.





Use your special Godzilla powers to wreak havoc on the local architecture, and watch it magically disappear!

'ZILLA KILLER!

Fans of the real Godzilla will be pleased to know that the game is based on the original Toho movies, and not the recent Hollywood interpretation, although that strange beast is a playable secret. You start the game with a choice of whether to play as Godzilla or Mecha-Godzilla. Each has varying abilities, and both have a slow stagger, as you'd expect for a huge creature. The aim of the game is to demolish a city within a time limit, this means destroying buildings, stomping on trees, and engaging in combat with the local army. Total the city in the allotted time, and you're allowed to progress to a new location.



The military will try and stop your progress. Swat them like flies or squish them like ants.

SMASH IT UP

The larger buildings that Godzilla can tear apart have various stages of distress. It's possible to take a swipe at a building and smash the windows, but the main structure will still stand, with pipes and the steel frame exposed. A large number of on-screen objects catch fire, and emit smoke, and the devastation on display can be quite impressive.



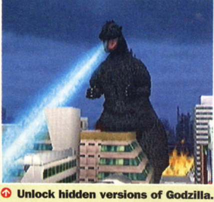
Use your tail to whip buildings into rubble.





YOU MAY REMEMBER ME FROM SUCH FILMS AS...

Apart from the normal game you can try your hand at Time Attack, where the army won't interfere with your plans, it's just your smashing skills versus the clock. There are also original cinema trailers from all of Godzilla's Japanese movies to unlock and watch. Plus for those that bought the original *Godzilla VM* game back in July, you can plug in your stored monsters, and battle them *Pokémon Stadium*-style in a cute battle mode.





Unlock hidden versions of Godzilla.



G-babies. Gotta catch 'em all!

SEE YOU LATER ALLIGA... ER GODZILLA!

Godzilla Generations is unlikely to be released in the UK, and it's no great loss, although fans will enjoy the limited fun. But if you want to read more about the game in the magazine, write in and let us know.





70% COMPLETE

PlayStation™

ACTION ADVENTURE | BY CRYSTAL DYNAMICS
MAR RELEASE | 1 PLAYER

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In the last game you had to suck blood. This time, the only thing on your personal diet plan are Souls. And lots of them. It's hard being undead don't you think?

LEGACY of KAIN™ SOUL REAVER

It's a complete reworking of the original *Kain* game, a title that has already gained a cult following in the US.

You control Raziel (pronounced Raz-eel), a former minion to the Great Devil himself, Kain. But he grows increasingly frustrated with the lack of power he has, so in a bid to break away, he gains some extra powers. Kain is not impressed though, and Raziel is banished to a bottomless vortex.

However, Kain is rescued by the Elder and told of how Kain too deprived him of his soul reaving. Together they will get their revenge...

PAY CLOSE ATTENTION...

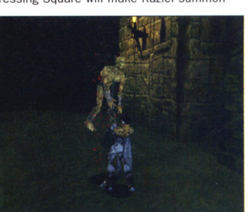
One of the most impressive aspects of *Soul Reaver* is the morphing between the two planes in the world of Nosgoth. There is the normal time, which is the world you stand in. Here, you have the ability to manipulate objects around you and use them as weapons. You also find Kain's minions in the normal world.

Once you've learnt the morphing spell, however, the Spectral plane represents a new challenge. In this, time is frozen. All normal enemies disappear and new enemies come for you. The entire landscape morphs as well. This is worth remembering when you come to a section in the stage and think you are stuck. In some cases, this can fill up entire sections of a level with water or drain it.

The morphing effect between the two stages is very impressive, with the whole level changing colour and becoming distorted. You don't have to be in any particular position to do it either, just one tap of the button once the spell is in your possession will do the trick. Also, you can carry on moving as you do, which is very impressive.

CLOAK AND DAGGER STORY

Raziel doesn't carry any weapons – if you discount his metal claws on his hands – so he has to make do with any of the objects lying around the landscape. Objects can only be picked up in the normal dimension, but they can be carried into the Spectral realm. But they won't be of any use to you, as you cannot throw them! Darts-cum-spears are the first weapon you'll find. Walking up to it and pressing Square will make Raziel summon the item to his hands. By holding the button down you can skewer enemies by impaling them on the end of the spear, or you can simply slash away at them by repeatedly pressing the button. And for all of the Jocky Wilson wannabes, you can lob the dart too! The trick here is to make sure you hold R1 before you throw it, and it'll auto aim onto the nearest enemy.



The enemies have to be bleeding before they can be skewered like this.



One fried vamp coming up! Weaken the enemy, and throw the torch at them.

CRYSTAL DYNAMICS SPEAK!

We thought you'd like to hear from the programmers themselves, so we got in touch with Rosaura Sandoval, Associate Producer of *Soul Reaver* at Crystal Dynamics, to find out a little more about their newest title.

CVG: Do you have any inspirations behind the creation of this game – old Vampire movies for example?
CD: We were inspired by the history of vampires in ancient folklore as well as literature and films like *Nosferatu*.

CVG: Have you thought about having an instant camera view button that automatically returns the view to behind Raziel? Like the one you find in Zelda on N64?
CD: That is something we are currently looking into. We have a camera committee dedicated solely to tackling the challenges of the camera in 3D space.

CVG: Can you tell us a little more about the weapons you'll be able to use. We've seen the dart and torch, but what other items have you got planned?
CD: There is also the Soul Reaver from the first game. The legendary sword of Kain. It is destroyed in one of your confrontations with Kain. It can, however, be reclaimed in the Spectral Plane and Raziel gains the ability to summon the Soul Reaver back to the Material Plane with all new powers that come with it.

The Soul Reaver can take on the abilities of the elements by bathing the weapon in an elemental forge. Sunlight, Water, Stone, Fire, Sound and Spirit – adding these elements to the Soul Reaver will make it an even more destructive force.

CVG: Can you reveal anything about the spells?
CD: Raziel gains abilities through out the game by defeating his brother vampire lieutenants, and fighting Kain. All of these abilities will be used against Raziel before he receives them.

Pass Through Barriers:
This skill allows Raziel to phase though gates to reach new areas.

Spectral Shifting:
Allows Raziel to shift between the planes at any time. This skill must be learned, otherwise Raziel must find a portal to get back to the Material Plane.

Possess:
Possess the body of an enemy. This can be used to force enemies to solve puzzles for you, and to kill off particularly difficult baddies.



OUR POWERS COMBINED

There are ways to kill enemies without using weapons. You can use the puzzles that are there to test you as an added weapon.

For instance on one stage, you're required to fix together a small section of water piping so that when you turn the supply on, the water flows through. However, there are a couple of enemies lurking around the valve section where you activate the water, so all you have to do is lure them back to the pit and chuck them in.

Now turn the water on and Bob's your uncle, one dead minion. If you run back there quick enough, you can also nab their soul for your troubles. Because water burns vampires skin like acid, this can be used as a useful ploy to dispose of pesky enemies.



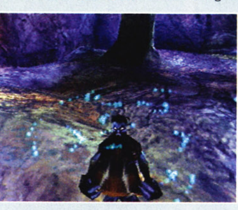






NOVACANE FOR THE SOUL

The object of the game is to steal souls. So once you've killed an enemy by sticking a spear through their windpipe, you'll notice the small green glow that appears from their corpse. Holding circle will make Raziel absorb the soul and give himself a bit more energy. If you look closely at him when he sucks in the spirit, you can see that as he pulls down his face mask, he has no jaw or neck! Spooky. You have to be quick when getting the soul though, because if you leave it there too long, then the body will reanimate.



If you look closely, you can see his jaw missing when he sucks in souls. Gross!

I'm addicted man... These souls man... I can't get enough man... It's da bomb honest...



Swimming:
Raziel can now jump into the water without being sent to the spectral plane. The player can now reach all new areas.

Force:
Allows Raziel to move object from a distance important for puzzle solving

Amplified Force:
A second version of force that is more destructive than the first.

Constrict:
This ability allows Raziel to run around objects and enemies and cause a force that will turn dials and crush enemies in its centre.

Scale Walls:
Allows Raziel to climb walls to new areas.

CVG: Considering that you save so much of the game onto memory card, how did you manage to only use two slots?
CD: Now, if we told you that, it wouldn't be a secret, would it?

CVG: Have you managed to implement all the ideas for use with the freezing of time? For instance, do you think it'll be possible to throw a spear, morph to the Spectral time and run around the ledge before catching the spear again on the opposite side of the level?
CD: Everytime you go into the spectral plane, time stands still in the material plane. You can move a block off the edge of a chasm and, as it is in the air, switch to spectral to use it as a floating platform to access an unreachable area.

CVG: We've seen a few of the basic enemies, but what surprises have you got in store for us? Can you reveal anything about some of the bosses?
CD: I'll give you a taste of one of the bosses. The skinner boss is an enemy made up of a huge patchwork of flesh from a myriad of poor souls.

All of the bosses are at least twice the size of Raziel and each has its own particular weakness. After defeating each boss, Raziel acquires the skills of each boss whether it be immunity to water or the ability to climb walls.

CVG: Do you have any plans for a Soul Reaver game on Sega's new console, Dreamcast, or PlayStation 2?
CD: No comment.

CVG: Finally, do you have a message for CVG readers and other mad gamers?
CD: I would just like to say thank you, because without them, we would not have the exciting and enjoyable job of creating quality video games.





THE ANIMATION GAME

The animation on Raziel and in general throughout the game is top notch. Crystal dynamics enlisted the help of Hollywood animators to make sure that Raziel looks and moves to the best standard.

When he is swimming the effect is especially good as well with streams of bubbles emitting from his feet and hands. Architect students have also been drafted in the ensure the look of the levels is as believable as it is colourful and imaginative.

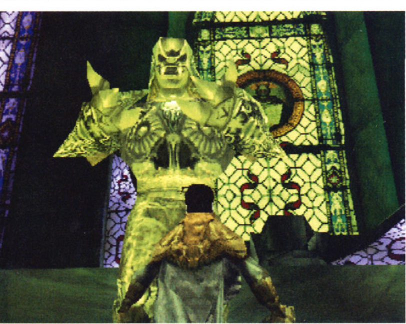
Take a look at some of the buildings in some of the later levels and you'll see where all of the time and effort has gone.



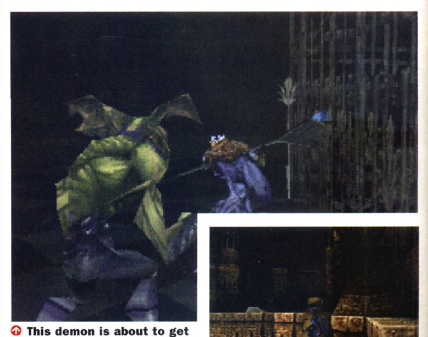
The bubbles appear after every stroke and foot paddle.



You come across humans as well. This soldier carries a gun, for what it's worth.



The detail on his body is excellent. Couple that with the lighting effects from the stained glass window behind, and it looks amazing!



This demon is about to get whacked for six! Laters.

Switch planes here, and new ledges will appear.

BRAINS OF A ROCKING HORSE

Crystal Dynamics have also worked hard on making sure that the AI on the enemies is not just a simple slash-fest until someone dies.

As soon as you get in range of a rival vamp, it'll start to move forward and attack you. However, some enemies will try to run away and scarper if they take a pasting and others will lure you into a wide open space so that two of them can team up and attack you from the front and behind.

They also learn how you attack and try to develop their attack patterns accordingly. Bosses will try and use their obvious size advantage over you. And if you're the lover not a fighter type, you can try recruiting other vampires to the Elder's cause, just so that you're not always on your todd!



Check out the lighting effect.



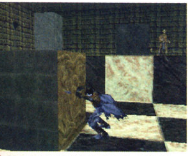
Eye eye cherry pie! Ho ho.



The spear will kill off the undead much quicker than your claws.

YOU PUSH IT REAL GOOD!

OK, so pushing blocks isn't exactly revolutionary, but the way in which Raziel does it is especially cool. If you tap square, he'll push the block a short distance. Holding square will see him continually force it in a direction. If you move him sideways, he'll practically rip the block in that direction.



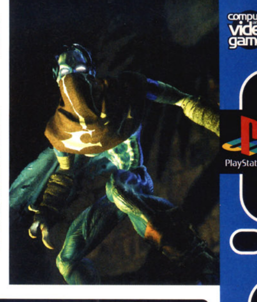
Don't forget to check out all the patterns on the block.

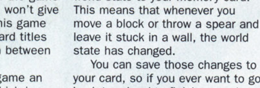


Holding the crouch button and hitting square flips the block.



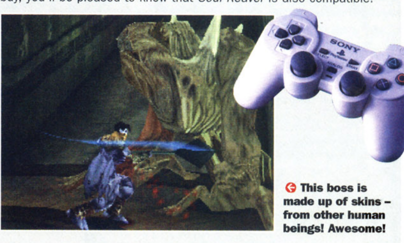
Pick up pots and lob them at enemies to make them weak!





REAVE WITH ME

For the those wanting proof that their Dual Shock pads were a good buy, you'll be pleased to know that *Soul Reaver* is also compatible!



This boss is made up of skins – from other human beings! Awesome!

SOUL STREAMER

Another cool element of the game is one that most of you won't give a second thought to. This game doesn't load like standard titles as there's no waiting in between each stage.

Once you start the game an initial bulk is loaded, which is about four to five sections of the level, and stored onto the PlayStation's memory. Everything else is streamed direct from the CD. This allows you to see much more of the level and fogging is reduced to a minimum.

You can also save off the entire world state to your memory card. This means that whenever you move a block or throw a spear and leave it stuck in a wall, the world state has changed.

You can save those changes to your card, so if you ever want to go back to a level to finish a puzzle, everything will still be as you left it. This, surprisingly, only takes one or two slots on your memory card!

And when you consider that *Soul Reaver* is programmed on an enhanced version of the original *Gex 2* engine, it makes the whole thing seem even more impressive.

The lava will kill you. OK?



Stop the glow to kill them.

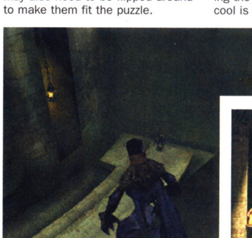
THE FLIPSIDE OF THAT

Some of the puzzles in *Soul Reaver* require a great deal more than just hitting a switch or killing some enemies. There is one level that requires you to complete a mural on a wall. The cool thing is, this story is meant to be the plot for the original *Legacy of Kain*!

Locate the blocks hidden around the room, and drag or push them down into the hieroglyphics. They may also need to be flipped around to make them fit the puzzle.

Another cool puzzle involves pipes and water. The idea is that you have to connect two pipes together to complete the water flow. This requires moving blocks with holes already in them so they all fit together and complete the system.

If you manage to do this and turn the water on, this will power a huge water turbine, which in turn feeds a power supply for another level making the whole thing light up. How cool is that?



The detail on the levels enable you to look really far into the distance to see any potential danger.









REAVE YOUR MAGIC

Next month should, hopefully, see a finished version of this potential stormer of a title. We're awaiting this one with baited breath.





The greatness of this one sneaks up on you. Like a freaking aftershock. Can anything really look this good on PlayStation?!

RIDGE RACER TYPE 4

Picture *Gran Turismo* with extra special effects – that's how good *Type 4* looks. The best thing is, although *Type 4* looks more realistic than *Gran Turismo*, the cars are out of this world. And not only do the cars look freaked out – ultra-stylised and super slick – the handling is hyper too! This is what games are all about – taking what's real, and making it better. This fourth instalment in the *Ridge Racer* series leaves the rest standing.

HYPER PLAYSTATION GRAPHICS

It's uncanny how realistic *Type 4* looks, from the detailed models of the cars, to the amazing depth of view on the roads. The coolest talking point is the motion blur on the lights – night driving has never looked so realistic in a video game. This is all helped by a 60 fps display – allowing these stunning images to run as smooth as a Ferrari.

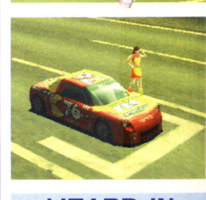






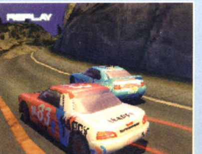








All the cars look superb, even the basic models. They look sharp, and super-stylish. Check out the motion streaks on the lights. Out of sight!



The detail in this game is just nuts! *Type 4* is easily the best-looking racer on PlayStation. Close up, the detail is still unbelievable.

LIZARD IN YOUR POCKET

Type 4 is the first PlayStation game to use PocketStation. The tiny Sony hand-held stores all your car information, and you can check it out on the LCD screen. We're not certain if you can trade this data, since PocketStation isn't available to buy yet. Whatever, it's a neat idea.

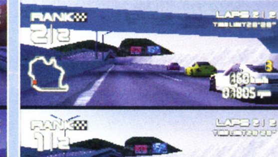


HEAD TO HEAD CRED

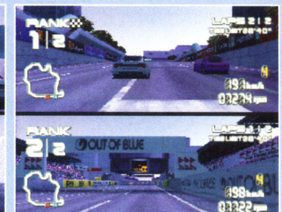
The clarity of the graphics in *Type 4* makes all the difference in two-player races. Since you don't have to squint to make out the corners, you can just get on with the business of cutting up your rival! *Type 4* could be the two-player racer you go back to the most.



It's easier to see where you're going, thanks to the brilliant quality of the visuals.



You can race against computer-controlled cars too. This way it's always a challenge.



The level of detail is immense, even in two-player games. How did they do it?!

THAT'S 3-2-ZERO BABY

320 cars – this is how many you're expected to go for, if you're the hardcore. At the very least you're looking at 80 basic models – 20 for each car manufacturer. You get the majority from completing the Grand Prix.

Then there are the super models, which you just have to try for once you've seen them. Completing Grand Prix mode gives you access to Extra Trial mode, which is like the classic one-on-one battles from *Ridge Racer* and *Ridge Racer Revolution* – beat the other driver and you get to keep his car.

Getting the 320 is not such a mystery, as a lot of it is down to team colours, and grades of engine. However a full garage proves your skill, as you have to win the grand Prix on the toughest setting.



It's called Utopia, and you can see why. This car is a rocket on wheels, what else can we say? How about: Jeez!!!

Nicola's favourite car. When this one takes corners, the little thing leans right over on its side – though small, it goes like lightning!

RIDGE RACER MKI REVAMP

As a bonus for fans who've been with *Ridge Racer* since the beginning, *Type 4* comes with an updated "High-Spec" version of the original on an extra CD. This is the basic circuit from the 1994 PlayStation edition, only in high resolution, running at 60 frames-per-second. Compared to *Type 4* it's no great shakes, but you can still see the difference. The original is on the same disc to compare. Hope Sony bring this to the UK in June.





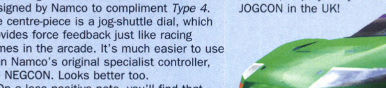


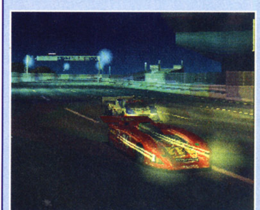
High-Spec *Ridge Racer* Mk1 comes free with *Type 4* in Japan. We're not sure if Sony are planning to bring this to the UK. We'll keep you informed.

FORCE FEED BACK STEERING CONTROL

Introducing JOGCON, the new controller designed by Namco to compliment *Type 4*. The centre-piece is a jog-shuttle dial, which provides force feedback just like racing games in the arcade. It's much easier to use than Namco's original specialist controller, the NEGCON. Looks better too.

On a less positive note, you'll find that *Type 4* isn't compatible with the analogue on Dual Shock controllers. Either be happy at the prospect of using the digital direction buttons, or pray Sony have plans to release JOGCON in the UK!







A Centering Gauge shows you the position of the lock on your 'steering wheel'.

BZZT! WHRRR!

SHE'S YOUR TYPE

Expect to see *Ridge Racer Type 4* on sale in the UK before summer. We reckon it will be June or July. We'll have the best *Type 4* coverage around kicking off closer to that time.

BEST-LOOKING RACE GAME ON PLAYSTATION

COMING SOON



60% COMPLETE

RACING GAME	BY ATD
MAR RELEASE	1-2+ PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY PSYGNOSIS TEL 0151 282 3000

It's a no-rules, high-octane racer from ATD and Psygnosis. The cars are indestructible and the action comes thick and fast. This is...

ROLLCAGE

Rollcage is slightly different from the conventional racing games, as you would expect from Psygnosis. The game is 360° racing, which basically means the car can keep on going even if it crashes and flips over – there is no underneath of the vehicles. There are no rules either, so playing dirty is very much the order of the day. Bump, hustle and ram opponents whenever you can. It also looks amazing. The PC version we saw running was super smooth, ultra high res and generally awesome. Of course the soundtrack is quite special too. The licencing deals haven't yet been finalised, but we know who they're planning to sign up and it'll be something else!



All screenshots are from the PlayStation version.

At this early stage, the game only has a few cars and tracks in it.

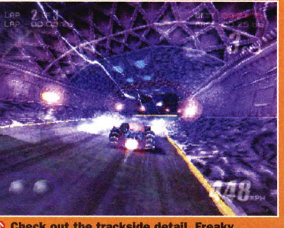
TIME TO START...ROLLING!

There are a total of 20 tracks in *Rollcage*. It works in a similar style to *Wipeout* in that there are three divisions to race though, with 10 of the courses spread over these leagues. Certain tracks are only accessible once you've been promoted to the relevant class. There are four deathmatch tracks, and three specific multiplayer courses. For those doing the maths, there are two hidden circuits and a practice track.





Even in the split-screen mode, the frame rate and feeling of speed remains of the highest order.



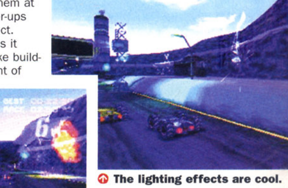
Check out the trackside detail. Freaky tunnels and lightning race past your eyes!

SET 'EM UP, KNOCK 'EM DOWN

Having an indestructible car doesn't mean that everything else is safe as houses. In fact, it's very much the opposite.

Entire buildings are often at the mercy of your vehicle as you go crashing into them at breakneck speeds. Some of the power-ups you collect too will have a similar effect.

The LockOn Missile does exactly as it says – homes in on bits of scenery like buildings, and billboards or the cars in front of you. If your timing is spot on, you can bring down some scenery just as you go past, so that it falls onto the cars following you.



The lighting effects are cool.

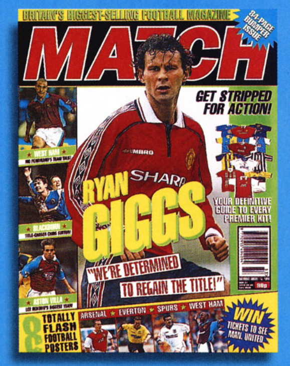


One well-placed shot and the tower comes crumbling down. Keep the missiles coming!

RAGE IN THE CAGE

Hopefully we'll have a full-on, playable copy in time for next month's issue and we may be able to lift the lid off the musical score too. Keep it locked, my selectors.

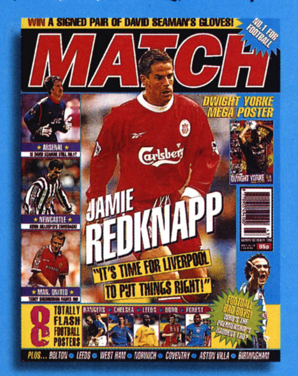
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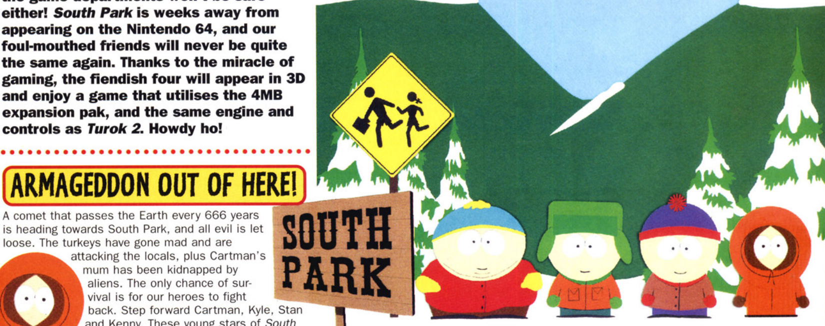
MATCH IT'S SIMPLY THE BEST!

on sale every Tuesday, and it's only 95p!





The hit TV show is heading for the Nintendo 64, complete with all the characters, lots of humour and even more profanity. Kick ass!



South Park has taken over! You can't walk into a store these days without seeing those four faces of Stan, Kyle, Cartman and Kenny staring back in paper, plastic and fluffy form. And soon, the game departments won't be safe either! *South Park* is weeks away from appearing on the Nintendo 64, and our foul-mouthed friends will never be quite the same again. Thanks to the miracle of gaming, the fiendish four will appear in 3D and enjoy a game that utilises the 4MB expansion pak, and the same engine and controls as *Turok 2*. Howdy ho!

ARMAGEDDON OUT OF HERE!

A comet that passes the Earth every 666 years is heading towards South Park, and all evil is let loose. The turkeys have gone mad and are attacking the locals, plus Cartman's mum has been kidnapped by aliens. The only chance of survival is for our heroes to fight back. Step forward Cartman, Kyle, Stan and Kenny. These young stars of *South Park* arm themselves with some strange weapons and take to the streets to kick some turkey butt!





A very faithful version of that famous intro. The music is exactly the same, but no Mecha-Streisand!

MEET SOME FRIENDS OF MINE

You can play the story mode as any one of the four *South Park* stars. On certain levels, you'll have to find the others, or even control different characters depending on what weapons you are using.

The most amazing thing about the game is the amount of speech. Stan, Kyle, Kenny and Cartman all utter lots of different phrases and profanities. You'll hear all their famous catchphrases, and their reactions to the situation around them.

There's also a wide range of supporting characters that appear throughout the game, they don't have as much speech as the four boys, but they do all talk!

Best of all is the fact that they're all playable. By completing levels, you unlock characters that can be selected in the multiplayer games.





They make the transition from 2D to 3D so well, and they swear!

Kenny! No jokes about killing him, you've only got a dodge ball.

I WANT MY CHEESY POOFS!

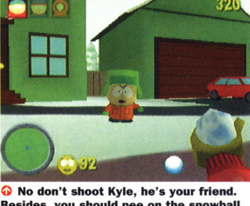
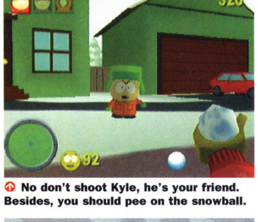
The effects of the weapons available in *South Park* aren't as impressive as *Turok*'s, but the novelty value is obviouesly far higher. The most basic weapon is a snowball, by pressing the trigger you can throw one at an opponent, or by holding down Z you can enjoy rapid fire.

By pressing another button you can power-up your weapon. When doing this with a snowball you'll hear a little zip sound, followed by a soft vibration on the rumble pak.

When the snowball reappears it's not white anymore – it's yellow! Sweet! Other weapons include a dodgeball, sponge dart gun, sniper chicken, fart doll and cow launcher.



A yellow snowball – that's disgusting! Look at all the spray coming off the clone.

No don't shoot Kyle, he's your friend. Besides, you should pee on the snowball.



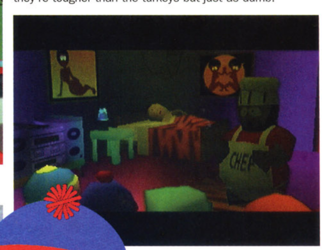
You wouldn't shoot a cute, innocent little bunny rabbit would you? Go on then!



What's that doll? Terence or Phillip? Throw it and watch the fart fumes flow.

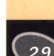
GOBBLE GOBBLE GOBBLE

The levels of *South Park* are based around the town and the surrounding woods. Chef appears at the start of each level to instruct the boys, sometimes appearing in his "shack o' love", which is quite funny. The first few levels consist of marauding turkeys – and there are a lot – which need to be shot. A radar in the corner of the screen will help you identify where the trouble is coming from. Use it to pick off the turkeys with ease. Later levels see clones of famous characters popping-up and causing trouble, they're tougher than the turkeys but just as dumb.



CHOP OFF HIS WEE WEE

We'll have a review of *South Park* next month. In the meantime, we'll be checking out the later levels and find out if all you do is shoot turkeys!







While in real life any sensible person sticks to the speed limit, here's a game which requires a complete disregard for virtual safety!

Speed Busters

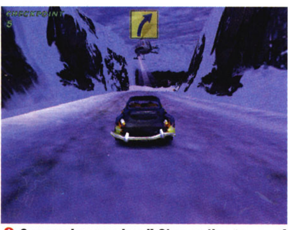
With the advent of 3D hardware accelerator cards, PCs can now produce games which look as good as the best arcades can offer. *Speed Busters* from Ubi Soft looks like an arcade game, it plays like an arcade game, but it's never been out of the home in its life. As well as being a surprise laugh, *Speed Busters* is also of interest because it's planned to be one of the first Dreamcast games to come out of Europe, and we're expecting a conversion which is at least as impressive as this PC version. Forget any respect for speed laws you may have and get ready to race to the max!





SO LONG, COPPER!

In Championship mode, you need to earn money to buy new cars, upgrades, repairs, nitro, and so on. You do this by finishing well in the races and racking up the highest speed possible as you pass through police radar checks around the course. Keep an eye out for hovering choppers, roadblocks or cops on bikes, then make sure you whizz past them as quickly as you can – the faster you go, the more money you get at the end of the race!



Copper chopper ahead! Step on the gas, man!

MIND THE BURNING DINO, MARLON!

Although *Speed Busters* courses are set in real locations, they're totally blown out of proportion. For example, while racing in California you speed through a film studio where you'll find a flaming T-Rex running across the track ahead of you! In Louisiana you've got to do a Dukes Of Hazzard-style jump across an opening bridge, while on the Mexican course you've got to avoid rolling boulders and swinging blades!



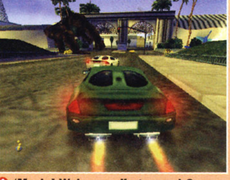
Drive onto boats in the harbour here!



Mommy's very angry, so stay alert!

CAN'T THIS THING GO ANY FASTER?

After each race, you'll get to spend your money on upgrades, repairs, new cars and, of course, nitro. While racing, you can use it to get up to speeds of 300kmh, which is not only handy for getting ahead of the competition but will also earn you loads of money if you blaze past the cops that fast. Make sure you keep your nitro supplies stocked right up before starting races or you could get left behind.



'Marty! We're sending you...' Oops.



Ancient temples in Mexico.

SPEED BUSTED!

We should be able to review a finished version of the PC game next month, and we might even have a look at the Dreamcast conversion before too long. *Speed Busters* is good fun already, so if there's enough to the final game it could be a surprise hit.



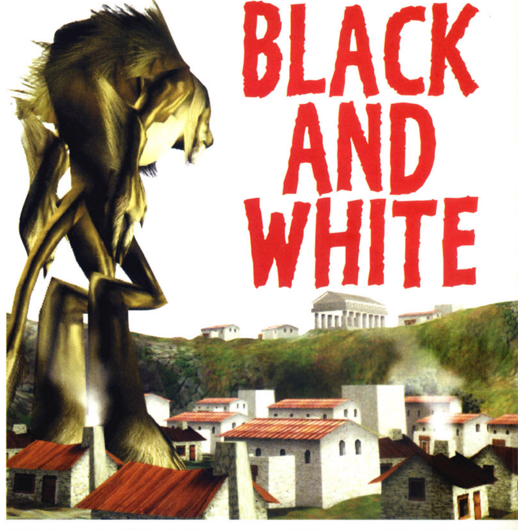
STRATEGY | BY LIONHEAD | LATE '99 | 1+ PLAYERS

- NO OTHER VERSION AVAILABLE
- DREAMCAST VERSION RUMOURED
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The creator of some of the greatest strategy games of all time is back with a new company and a genre-busting new game.

BLACK AND WHITE



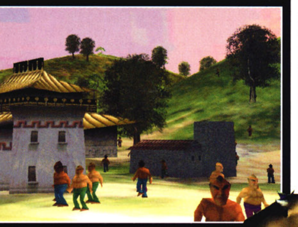
After leaving behind the company he helped form, Peter Molyneux is out to prove that his decision to leave Bullfrog was the right one, and that his new company, Lionhead, will help keep the creative juices flowing.

The first game from Lionhead is *Black and White*, a game that promises so much it sounds like a greatest hits compiled from all his previous games.

Read on, and you'll discover parts of *Populous, Powermonger, Syndicate, Theme Park* and *Dungeon Keeper*. If Lionhead achieve what is hinted at in this preview, this could be one of the greatest games of all time!

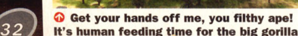
TRIBAL GATHERING

The game is set in a land called Eden, a peaceful place – until the sorcerers came. You play a sorcerer, worshipped by inhabitants of the citadel, your home. You gain your power from this worship. How you treat the people is up to you, whether you send plagues or unleash creatures to wreak havoc, or rainclouds seeded with healing elixirs to maintain their health. But without worship, you are nothing. Different tribes also give you unique powers. Enough worship from Egyptian followers will result in access to building spells, Tibetans allow mental magic, while Zulus reward you with powerful battle spells. As you start the game, your tribe is very secure, but as the game progresses, you will come into contact with rival tribes, and that means trouble!

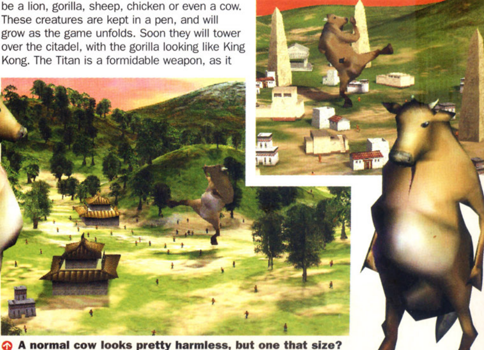


UNLEASH THE TITANS

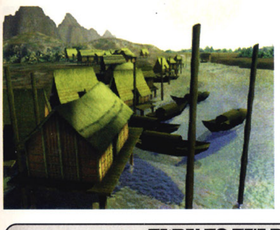
So far, so *Populous*, but next onto the scene come the Titans. These are creatures who must be raised as pets. Pick a wild or domestic animal from the countryside of Eden, whether it be a lion, gorilla, sheep, chicken or even a cow. These creatures are kept in a pen, and will grow as the game unfolds. Soon they will tower over the citadel, with the gorilla looking like King Kong. The Titan is a formidable weapon, as it will learn from your input, good or bad. Unlike you it doesn't need worship, and can generate its own energy for magic attacks.



Get your hands off me, you filthy ape! It's human feeding time for the big gorilla.



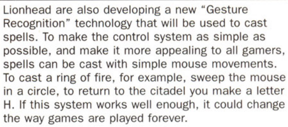
A normal cow looks pretty harmless, but one that size?



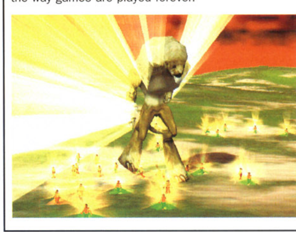


This artwork shows the diversity you can expect from the different cultures. Can't wait to be a Zulu!

TURN IT UP



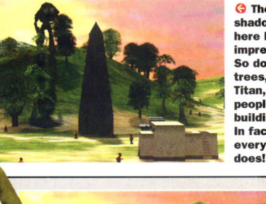
Lionhead are also developing a new "Gesture Recognition" technology that will be used to cast spells. To make the control system as simple as possible, and make it more appealing to all gamers, spells can be cast with simple mouse movements. To cast a ring of fire, for example, sweep the mouse in a circle, to return to the citadel you make a letter H. If this system works well enough, it could change the way games are played forever.



TURN TO THE DARK SIDE

There's no set target in *Black and White* – not yet anyway. The aim is for the game to adapt to your playing style, conjuring up fresh challenges for you to face. So perhaps it will never end. The most ambitious feature of *Black and White* is how the game will judge what sort of player you are, adjusting everything accordingly – the game evolves around you. The most obvious changes occur on the landscape and your pet Titan. So if you control your citadel like a ruthless dictator, the landscape will start to look a lot more mean and twisted. Trees will wither and the once lush ground will dry up and crack. Lionhead are designing good and evil versions of everything you see in the game, and the game blends the good and evil versions, to create a unique world, true to how you play the game.





The shadows here look impressive. So do the trees, the Titan, the people, the buildings. In fact, everything does!

LIVING DOLL

The Titans also blend between good and evil, as well as a neutral design. These three representations allow infinite possibilities for variation in the creature. Depending on how you take care of the creature, it will pile on the pounds, or become thinner, taller, shorter and so on. The Titans will also have a large range of facial animation, so you know what they are thinking. As you learn spells, your Titan will watch you and learn them as well. If in battle you unleash an impressive spell, the Titan will actually turn around and look at you, and smile!

A splendid, neutral creature.



This good lion won't be in *Animal Hospital*.



A slightly heavy, evil lion. Isn't he scary?

...AND RED ALL OVER

This game is certainly a mouth-watering prospect, and hopefully we'll get to play the finished article before the end of the year. But judging from Peter Molyneux's previous games, don't be surprised if it's released – when it's ready!



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SONIC ADVENTURE

READY TO RECRUIT NEW SONIC WARRIORS



ISSUE No. 208

OUT FEBRUARY 17TH

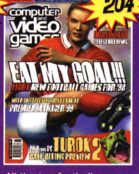
BACK ISSUES!



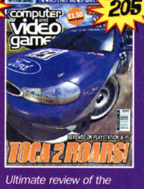




Exhaustive coverage of Tekken 3, with moves lists for more of your favourite characters. Plus, Wipeout 64, Tomb Raider 3, C&C: Retaliation, and all the footy games that matter, including Fifa '99.



All the top football games, including an exclusive first look at one of the biggest-selling management sim series ever! Plus a dino-tastic preview of Turok 2, as well as hot news about Dreamcast and PS2.



Ultimate review of the awesome racer, TOCA 2. CVG goes to Japan for the latest news on Dreamcast! Plus, reviews of Turok 2, F-Zero X, Body Harvest, Rainbow 6, Abe's Exoddus and more.



Hot New Games for '99, starring Metal Gear Solid! The best games of 1998 on leading formats. Tomb Raider 3 review. First extensive playtest of Zelda 64. Plus around 100 other games in a packed issue!

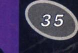
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YOU'VE GOT SOME CATCHING UP TO DO – SO HURRY!





Dear Newsagent,
The world of games is changing fast and I've got to keep up, so please save me a copy of CVG or I'll fall behind forever, and never be able to join the gaming elite. My future is in your hands.

NAME ....

ADDRESS ....

....

SIGNED .... DATE ....



CHECKPOINT

This month's events and software releases at a glance. **January — February**

IN ASSOCIATION WITH **electronics boutique**

Win yourself the latest games, or at least find out when they're being released. Plus keep abreast of industry events worldwide.

Recovered yet? Have the blisters on your thumbs calmed down after the two-week binge on *Zelda 64*? Are you completely *Tomb Raider*ed out?

Well then, the only cure for all this mad gaming, is to go and buy a new one! And that's what Checkpoint is here for. Courtesy of Electronics Boutique and our good selves, these pages give you all the info you need to get hold of the games you want. Excellent!

ATEI Show

22nd January (ish)
Earls Court, London

As far as arcade shows go in this country, this is a biggie. Last year we were treated to first looks at *Marvel vs Capcom* and *Beat Mania* among many others. The delights awaiting us this year are being closely guarded, but maybe Sega will pull something good out of the bag. *House of the Dead 2* perhaps? Or maybe we will treated to some new Namco stuff... *Tekken 4* for all the dreamers?



Tokyo Game Show

March
Tokyo (obviously)

Always throws up some awesome surprises and this year promises to be no different. *Resident Evil: Code Veronica* will hopefully get a first look, and many other Dreamcast titles. Could we also expect the next *Mario*? And this would be the perfect opportunity for Sony to unveil *Gran Turismo 2*! Whatever happens, you'll be the first to know after us.

JAN-FEB SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH electronics boutique

KEY: RED These games are hot · BLUE These are not

GAME NAME	FORMAT
8th January 1999!	
Tai Fu (Activision)	PlayStation
15th January	
Max Power Racing (Infogrames)	PlayStation
Heavy Gear II (Activision)	PC CD-ROM
Saga (Cryo)	PC CD-ROM
Puma Street Soccer (Infogrames)	PC CD-ROM
Speed Busters (Ubi Soft)	PC CD-ROM
Football World Manager (Ubi Soft)	PC CD-ROM
20th January	
Wild Arms (Sony)	PlayStation
22nd January	
Pool Shark (Gremlin)	PlayStation/ PC CD-ROM
Starseige Tribes (Cendant)	PC CD-ROM
Soul Blade (Platinum)	PlayStation
Viper Racing (Cendant)	PC CD-ROM
Pitfall (Interplay)	Game Boy Color
Gex (Interplay)	Game Boy Color
North and South (Interactive Magic)	PC CD-ROM
Men in Black (Interplay)	Game Boy Color
29th January	
Bugs and Lola (Infogrames)	Game Boy Color
Death Karz (Infogrames)	PC CD-ROM
Eliminator (Psygnosis)	PC CD-ROM
January (no set release)	
Big Air (EA)	PlayStation
Devil Dice (Sony)	PlayStation
XG2 (Acclaim)	PC CD-ROM
PFA Soccer Manager (Eidos)	PlayStation
Wipeout 64 (Psygnosis)	Nintendo 64
Golf Pro (Empire)	PlayStation
Turok 2 (Acclaim)	PC CD-ROM
NBA Jam '99 (Acclaim)	Game Boy Color
Megaman Legends (Infogrames)	PlayStation
Megaman X4 (Infogrames)	PlayStation
Prince of Persia 3D (Broderbund)	PC CD-ROM
NFL Blitz (GT)	PlayStation/N64
NFL Xtreme (Sony)	PlayStation
Pro Boarders (Sony)	PlayStation
Star Control 4 (EA)	PlayStation
Zelda (THE Games)	Gameboy Color

GAME NAME	FORMAT
The Contract (Psygnosis)	PlayStation
Tiger Woods (EA)	PlayStation
VIVA Football(Virgin)	PlayStation
5th February	
Eliminator (Psygnosis)	PlayStation
12th February	
Global Domination (Psygnosis)	PlayStation
South Park (Acclaim)	Nintendo 64
19th February	
Micro Machines 64 Turbo (Codemasters)	Nintendo 64
February (no set release)	
Bug's Life (Sony)	PlayStation
Blood Lines (Sony)	PlayStation
South Park (Acclaim)	PC CD-ROM
Wario Land 2 (THE Games) Gameboy Color	
Tonic Trouble (Ubi Soft)	Nintendo 64
Championship Manager 3 (Eidos)	PC CD-ROM
Bugs Life (THE Games)	Game Boy Color
Livewire (SCI)	PlayStation
Sim City 3000 (EA)	PC CD-ROM
Metal Gear Solid (Konami)	PlayStation
Bugs Bunny 3 (THE Games)	Game Boy Color
Omikron: The Nomad Soul (Eidos)	PC CD-ROM
Warzone 2100 (Eidos)	PC CD-ROM
Rogue Squadron (Activision)	Nintendo 64
Civilisation 2: The Test of Time (Microprose)	PC CD-ROM
Running Wild (Sony)	PlayStation
Civilisation 2: Multiplayer (Microprose)	PC CD-ROM
The Granstream Saga (Sony)	PlayStation
12th March	
Pro 18 World Tour Golf (Psygnosis)	PlayStation
Retro (Psygnosis)	PlayStation
Roll Cage (Psygnosis	PlayStation
March (no set release)	
KKND 2 (Infogrames)	PlayStation
Star Trek: Birth of Federation (Microprose)	PC CD-ROM
ODT (Psygnosis)	Nintendo 64
Fly (Take 2)	PC CD-ROM
Rat Attack (Mindscape)	PlayStation
Shadow Gate (THE Games)	Game Boy Color

WINNERS! WINNERS!

LEGEND OF ZELDA

It's no surprise that a competition to win the greatest N64 game ever prompted a huge response. But there can only be three winners, and those lucky people, who correctly said Hyrule was the land where Link's adventures took place, are **Solomon Nevins** from **Cardiff**; **Kevin Curtis** of **Penzance, Cornwall**, and finally **Ryan Mullins** from **Hemel Hempstead**.

TOMB RAIDER 3

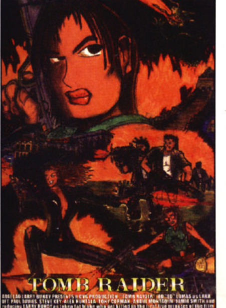
Draw us a movie poster of *Tomb Raider* was the task, in readiness for the upcoming film, and the number of entries we had still shows that Lara is a major crowd-puller. Anyway, the three winners are **Large Lad Larry Bundy Jnr** from **Northwood, Middlesex**, **Shabia Subhan** of **Gosforth, Newcastle-upon-Tyne** and **Thomas Nicholson** of **Beeston, Leeds.** Congratulations people.



The first winner is Thomas Nicholson of Beeston in Leeds. Apparently, Theresa Gallagher is playing Lara. This Theresa is a mystery woman to us, but we reckon Thomas is just on the pull. Slacker.



Shabia came up with this cool painting and so we decided to give him a prize. And that's about it really. Well done mate. The prize is winging its way to you as we speak.



If you're wondering why this Lara doesn't look that realistic, that's because Large Lad Larry Bundy Jnr has drawn Lara as Ed!

POPULOUS 3

What would you do if you were God for a day? The majority of you came up with predictable "ideas" like, "Make me rich" or "Make some supermodel fancy me". Those with the most "original" ideas were **Katie Bond** from **Preston** for her plea to make Ed love her; **Mr J Temple** of **Colchester** and the person who forgot to include their name, but wanted to go back to the swinging sixties. Get in touch whoever you are.





MAX POWER RACING

We're giving you lucky punters the chance to get hold of a copy of the cool new racing game from Infogrames and our sister mag *Max Power*. But this is a competition with a difference. In keeping with the fast cars and lovely ladies of *Max Power*, all you have to do is send us the best postcard you can find with either cars or women on them. If it has both, then all the better, but basically it's the latter we're interested in. Mark the entries **YOU'LL GO BLIND YOU FOOLS** to the usual address at the bottom of this column.

WIPEOUT 64

More driving shenanigans this month, as we put the newest *Wipeout* up for grabs. It's a worthy competitor to *F-Zero X* and it should be an interesting battle to see who comes out on top. If you fancy one without shelling out though, we have the following simple competition for you. All we want you to do is design a new car for this game. Make it as stylish as the game is, and don't go putting silly weapons all over it. The cool lighting effects will get you bonus points with the harsh judges we have at CVG. Entries to **WHERE'S THE HANDBRAKE?** please.

CHAMPIONSHIP MANAGER 3

The latest and what promises to be the greatest *Championship Manager* game is out in the shops very soon! So beat the hordes of people waiting for a copy by earning yourself a free one. To do so, all you need to do is tell us which jewellery-clad manager came up with the following quote: "I never comment on referees and I'm not going to break the habit of a lifetime for that prat." Was it:

a) Terry Venables
b) Joe Kinnear
c) Ron Atkinson

Answers marked with the following heading please. **ARE YOU BLIND REFEREE?**

Send entries as soon as possible to:

CHECKPOINT #207 BLAGS NO LESS, COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ.



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SPECIAL THANKS



Once again we extend our arm in the direction of EB and shake hands firmly, as we say "Jolly Good Show old boys" at their supreme efforts in getting this page sorted every month. But remember, neither of us are responsible if it all goes pear shaped. Thank you.







Preparations are underway for the latest season of futuristic F5000 racing, and the rule book's been rewritten!

wipEout" 64

After a lot of rumours and counter-rumours about Nintendo 64 *Wipeout* and many months of delays, the game is finally ready for release. Many people thought it could never be done well but Psygnosis have turned in a conversion which takes the best bits of PlayStation *Wipeout 2097* and adds new features, new tracks, new weapons and analogue control to make a new game – *Wipeout 64*. It's still set over 100 years in the future, it still involves speedy F5000 hoverships, but the rules have changed slightly. To find out what's new, and what works, read on.





BEEPOUT 64?

Wipeout 64's music will come as quite a surprise to anyone expecting the usual Nintendo 64 beepy-tweety stuff. Top dance acts Fluke and Propellerheads have provided three of the tracks, while the rest are Psygnosis's own tunes written especially for the PC version of *Wipeout 2097*. Apparently the music tracks take up a very large portion of the cartridge, but they're almost CD-quality (albeit only in mono).



HERE COMES A NEW CHALLENGE!

Wipeout 64 has a new mode to replace the original *Wipeout*'s Championship and *Wipeout 2097*'s various modes. The new Challenge Modes (Race, Time Trial and Weapon) set you a goal with three possible medals, one of which is required to progress to the next challenge. Each of the three modes has eight progressively harder challenges, resulting in bonus ships and a bonus course if you can get through all of them.

Challenge Mode is a great option, but it's not really for casual gamers. The PAL version has some particularly tough challenges, and getting all the Gold medals will take a fair bit of work on anything above Easy setting.



The Weapon Challenge – destroy everything!



WEAPONS OF THE FUTURE

New rules for this season of F5000 racing allow each team to develop one weapon exclusively for their own use. The teams are now very different from one another, not only because of their speed, handling and acceleration, but also because their special weapons vary greatly. Try out each team to find the one which suits your style best.

Fiesar have a rapid-firing Minigun attached to the front of their ships which can destroy enemies in under a second.



AG Systems have a Shield Raider which sucks energy from another ship and transfers it to your own.



Auricom's Energy Sphere takes time to charge and is hard to aim but it will destroy any ship in a single shot.



Qirex use the Power Snare – a glowing translucent wall which damages any ship which dares pass through it. It's not great.

WHERE WE'RE GOING WE DON'T NEED ROADS!

Six entirely new courses have been designed for *Wipeout 64* instead of using the original PlayStation circuits. Although they initially appear very simple and rather dull in comparison, you'll soon discover that they've all got their own charms. All the usual *Wipeout* sections are used to full effect – massive drops, super-fast straights, big jumps, dark tunnels, well-placed speed-ups, banked corners – the lot!







The Dyroness course has this excellent twisty tunnel section. If you get it just right, it's possible to gain a lot of time here.




Doron IV is the most flat-out course of the lot. Concentrate!





WIPE YOUR MATES OUT

For the first time on a console, up to four people can play *Wipeout* at once. With two players, the screen splits horizontally and allows you to compete against a full course of 15 racers, while three or more players get a quarter of the screen and a track to themselves. The four-player mode slows down quite a bit and the lack of detail makes it hard to see what's going on, but the two-player mode looks great. Now you can prove your *Wipeout* skills!



There's no scenery in four-player mode.





CVG OPINION

Seeing as *Wipeout* was invented for the PlayStation, I never thought it would be possible to make a decent version on any other machine. But Psygnosis have done a great one for Nintendo 64, with enough new features to make it worth fans buying as well as *2097*. The new courses aren't as distinctive as the originals but still provide plenty of thrills once you've learned them well. Challenge Mode is a great alternative to the usual championships but takes quite a bit of effort to get through. Earning a Bronze medal normally takes good knowledge of the course you're on but a Gold medal requires absolutely perfect play. The graphics are very impressive, though the PAL version does have a slightly lower frame-rate than we'd hoped for. The ships still go extremely fast at times and the handling works very well with the new analogue control. Although PlayStation *Wipeout 2097* is still the ultimate game in the series, *Wipeout 64* is a brilliant alternative to Nintendo's *F-Zero X* and one which fans of high-speed action will adore.

ED LOMAS

RATING







One of the best racers on the N64, and a great addition to the classic Wipeout series. It's even worth getting if you've already got Wipeout 2097.

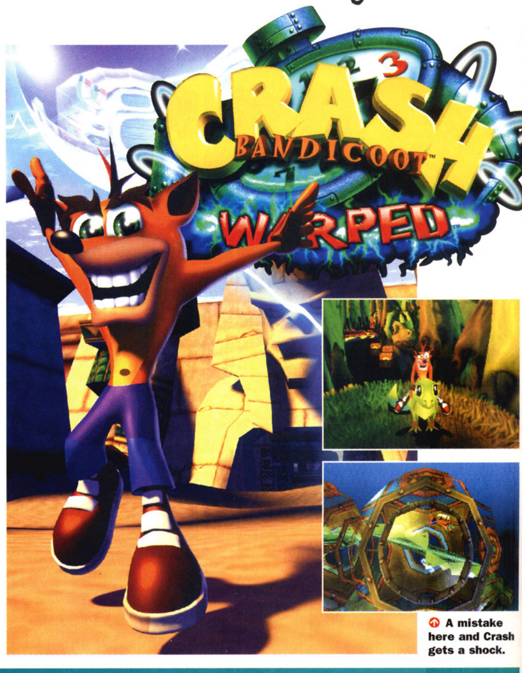






Sony's unofficial mascot spins back onto the PlayStation. Prepare to be warped, as Crash Bandicoot travels through time.

Crash Bandicoot games have a proven track record. They may not be as inventive as *Mario* or *NiGHTS*, for example, but they've sold tons and proved very successful for Sony. Yet everyone would agree that the previous offering was not so brilliant, just a re-run of the original. That's why Naughty Dog, the game's makers, have had a good think and come up with *Crash Bandicoot: Warped* – a game that looks and plays much better than the previous two outings combined.



A mistake here and Crash gets a shock.



ALL IN A DAY'S LIFE

What is it with arch enemies – don't they ever die? Crash's nemesis, the evil Dr Neo Cortex, is at it once again. Only this time he's definitely not alone. He's working for someone even more evil than himself. Witch doctor Uka-Uka has escaped prison and together they've travelled back in time and stolen all the crystals – the source of the world's energy. Crash has to go back in time too, to get the crystals back and repair the damage. He is assisted by his little sister Coco and advised by the good witch doctor Aku-Aku – you've guessed it, Uka-Uka's good twin.



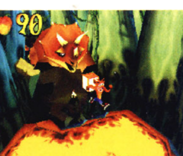


Boss N. Gin is having some external engineering work.



SOMETHING FOR EVERYONE

This being a platform game, there is only so much you can do before things start getting repetitive. Worry not, *Crash Bandicoot: Warped* is full of new features, varied courses and added bonuses. There are five warps, each containing five courses and once you've found five crystals within a warp, you can try and beat a boss. Once you've got all 25 crystals and have defeated all the bosses, you've only completed about a third of the game. You can now go back to each warp and get the extras like gems. Some you'll get if you smash all the crates on a course and others (gold or platinum) will be hidden and revealed only when you have already collected a certain amount.



Déja vu? No, this year Crash gets chased by a triceratops.



All manner of strange characters try and stop your quest.



Coco rides Pura the tiger – and finds some hidden crates.

REVIEW

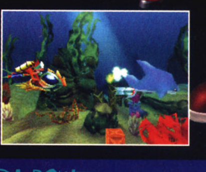
I WISH TO COMMANDEER THIS VEHICLE

To make things more entertaining, each warp has differently designed courses and vehicles. In the swimming courses, Crash uses a jet-sub which makes him move much faster, allows him to reach enclosed crates, and to fire missiles at the enemies. There are racing courses too. Crash gets a motorbike and has to win a race in order to gain another crystal. Crash is the main character in the game – that's why his name's on the box – but in some courses you get to play as his little sister Coco. Armed with a pretty pink laptop, she can't do much on her own but she does get to ride Pura the tiger in a mad run on the Great Wall of China and she can jet-ski too. Both Crash and Coco get to fly biplanes and shoot zeppelins and planes while under enemy fire to gain crystals.









HE GOT DA POWER

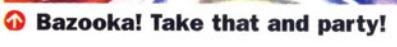
When you defeat a boss, you'll open the door to the next warp and you'll be given a special power-up. Armed only with a belly flop and spin, Crash isn't a match for later enemies but the power-ups can do real damage. Super Belly Flop will allow Crash to break metal crates; double jump makes him jump higher and it can be combined with Death Tornado Spin, making Crash jump and keep on spinning, destroying everything in sight. Bazooka is great – it makes defeating enemies much easier – and Crash Dash will make our hero run super fast.





Go, go Super Belly Flop!





Bazooka! Take that and party!



The Tazmanian Devil returns!

GOING THE DISTANCE

Completing the normal game shouldn't take you much more than a day but of course that's not the real challenge of *Crash Bandicoot: Warped*. The more items you collect, the more chance you have to play five secret courses and get an extended ending to the game. And if that's not enough to keep you interested, there is a new Time Trial mode too. Each level uses Time Trial mode – beat the computer's best time you'll receive a relic. These relics are vital for opening the later levels. For super-fast times your blue relic will be transformed into a gold or even a platinum one. Time Trial is easy on early courses, but later ones are sure to bring headaches.



Hit the clock to enter the time trial.



Vroom, vroom, vroooooom!!!





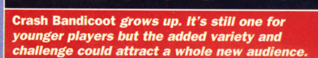


Don't panic, it's like crossing a road!

CVG OPINION

Crash Bandicoot: Warped **is a much more inspired offering than its two predecessors. You still get to escape from 'boulders' and ride on the back of small animals but thankfully there's quite a few new ideas to add some variety. Graphics are a major improvement and camera angles change with different courses too. Instead of running away from a rampaging animal for a whole level, the action is nicely interrupted by some crates to jump, and side scrolling interludes. The new features make the game more challenging and, like** ***Yoshi's Story on N64*****, the challenge isn't solely to complete a level – it's what you do while you're there that counts. The new Time Trial is a great addition, particularly on racing courses, and finding all the hidden gems can prove to be quite difficult on later levels. If you liked the first two games, you'll love this one even more. Even people that hate orange might enjoy it.**

ALEX HUHTALA



RATING

Crash Bandicoot grows up. It's still one for younger players but the added variety and challenge could attract a whole new audience.

REVIEW





BOXING GAME | BY EA SPORTS | OUT NOW | 1-2 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY EA SPORTS TEL 01753 549442

We want both boxers to come out fighting, with no biting, scratching, cutting, spitting, hair-pulling, girly style and especially no Steven Seagal hand slapping.

KNOCKOUT KINGS

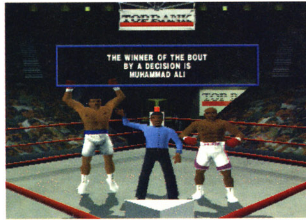
Boxing games have always been a hit and miss affair with fight fans and armchair sportsmen. The original *Victory Boxing* is the closest to the sport we've played but now EA Sports step into the ring with their first attempt at the art of bobbin' and weavin'. Featuring nearly 40 previous and current boxing champs, it hopes to nail realism bang on. Join us at ringside.

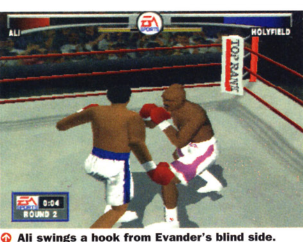




THRILLER IN MANILLA

Knockout Kings allows you to pick a boxing legend and pit them against someone of equal stature. EA must have got a pretty large cheque book out, because they've signed 38 fighters, past and present, to appear in this game. This generosity allows you to see if Ali really was the greatest and pit him against some more modern opponents, or if Jake LaMotta really was impossible to put on the canvas. If you're looking for an arcade experience head for Slugfest Mode or, if you like to be a bit more tactical and wear down your opponent, select Exhibition Mode.

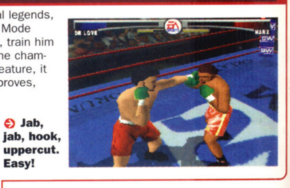




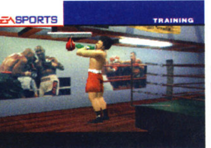
Ali swings a hook from Evander's blind side.

RUMBLE IN THE JUNGLE

If you get bored of fighting with the virtual legends, why not try and create your own? Career Mode allows you to build a fighter from scratch, train him and work your way up the ranks to become champion. Like other boxing games with this feature, it may start off slow but as your fighter improves, the game becomes more rewarding.



Jab, jab, hook, uppercut. Easy!



Watch your boxer train on speed, stamina and strength. Sadly you can't control these sections.



CVG's Dr Love moves up the rankings with a win over Mark X.

CVG OPINION

For people spoilt on the likes of *Tekken 3*, *Knockout Kings* may seem a bit basic, with limited moves and seemingly slow gameplay, but dig beneath the surface and you'll find a game with plenty to offer (provided you're a fan of boxing to begin with). Each fighter behaves realistically and some have very unique styles, plus you really have to punch your opponent tactically to make them drop their guard. The graphics are slightly basic but the different fighters are easily recognisable. The action does become a bit repetitive and the computer opponents are a little too easy to beat for my liking but if you desperately want a boxing game on the PlayStation, this is a good start from EA.

ALEX HUHTALA





Fighters get cut and bruised as the bout unfolds. Check out Jack Dempsey's shiner.

RATING





A good attempt at simulating the sport, lots of real fighters and realistic action. Boxing fans should check it out.

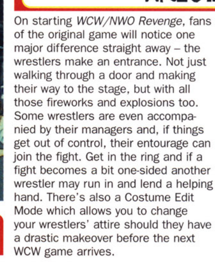


The WCW boys are back to provide the best grapple action around: more moves, more wrestlers, and much more PAIN. We worked this one into submission!



Although the WWF may be more popular, those WCW boys are keen to prove that they have the best wrestling game. Hollywood Hogan, Macho Man Randy Savage, Sting and other bizarrely named wrestlers are back, but this time there's even more. Now there's over 80 wrestlers, more than 300 unique wrestling moves and brand new modes of play. Prepare to slap, punch, kick, throw, head-butt and grapple your way to the championship belt. Those men in pants are waiting.

WRESTLE AN ACTION MAN



On starting *WCW/NWO Revenge*, fans of the original game will notice one major difference straight away – the wrestlers make an entrance. Not just walking through a door and making their way to the stage, but with all those fireworks and explosions too. Some wrestlers are even accompanied by their managers and, if things get out of control, their entourage can join the fight. Get in the ring and if a fight becomes a bit one-sided another wrestler may run in and lend a helping hand. There's also a Costume Edit Mode which allows you to change your wrestlers' attire should they have a drastic makeover before the next WCW game arrives.



Let your manager join in face-kicking action.

THE TOP OF THE TURNBUCKLE

Revenge also gives you a wider choice of where to have your bout. Competing for various championship belts will see you competing on shows like *Nitro* and pay-per-view events like *Halloween Havoc* and *Bash At The Beach*. The wrestlers also have more freedom outside the ring in this game. They're able to take the fight into the entrance aisle and can grab objects from ringside which can be taken into the ring to pummel their opponents.

Fly like an eagle, or crow, or Sting... yeah him.

CVG OPINION

Compared to something like *Virtua Fighter 3tb*, games like this are still a long way behind. But, if you're a fan of WCW wrestling, you're going to want to play this and in truth it's a lot of fun. There's a wide choice of wrestlers and a larger array of moves. The different events, especially the Battle Royale mode, add to the game's longevity and make ...*Revenge* a worthy multiplayer title. There's only one downfall – the computer opponents are easy to beat with only a few simple moves. Still, if you've got the patience to learn moon-saults and the like, plus a few friends to play against, ...*Revenge* is a good game.

ALEX HUHTALA

RATING





Wrestling games continue to fight back; ...Revenge is very playable, with plenty of options and lots of moves to learn.



PC CD ROM	SHOOTING GAME	BY LUCASARTS/ FACTOR 5	• PRICE £34.99 • NO OTHER VERSION AVAILABLE • N64 VERSION PLANNED
	OUT NOW	1 PLAYER	• STORAGE 1 CD • RELEASED BY LUCASARTS TEL 01895 456 700

After the destruction of the Death Star, the Imperial army is preparing an all-out assault on the Rebel forces. You must stop them!



STAR WARS ROGUE SQUADRON 3D

You are Luke Skywalker, leader of the Rogue Squadron, a team of Rebel pilots best described as the best of the best. Partnered by Wedge Antilles, your team will fly into dangerous territory and embark on crucial missions, striking a blow at the heart of the Empire's operations.

Anyone who's played *Shadows of the Empire* on N64 or PC will tell you that the first level, the Battle of Hoth, was the best. Piloting a Snowspeeder, shooting probe-droids and getting the AT-AT's all in a tangle was quite good fun. This latest *Star Wars* game expands on this action, and allows you to fly numerous craft, and experience similar thrills.





WITH A REBEL YELL

Being Luke Skywalker allows you to fly one of five different vehicles into battle. Old favourites like the X-wing, Snowspeeder and Y-wing are all immediately recognisable to any fan. You can also fly the fastest fighter in the fleet, the A-wing, plus the previously unseen V-wing. Each ship handles differently, and has different weapon configurations. On certain missions you'll enjoy a choice of craft, and can choose between the extra firepower of the Y-wing or manoeuvrability of the X-wing.

THEY CRY MORE, MORE, MORE!

A handful of Rebel fighters fly deeper into Empire territory on each mission. The game starts with the simple liberation of newly acquired cities, and defending Rebel transportation. A radar in the top corner of the screen allows you to check on the targets in your immediate vicinity, plus the simple red and green blips indicate who's friendly and who's not – very handy in the middle of a crowded dogfight. The Empire is well equipped to meet any menace that the Rogue Squadron may provide, and as the game progresses you'll face bigger odds and tougher opponents.





Y-wings are slow and bulky, so be careful of those tall buildings.



Either the Empire are very rich or TIE Fighters must be very cheap to manufacture. One more waiting to go!



CVG OPINION

A *Star Wars* tie-in always seems to give a game extra appeal, making the average seem slightly better. That's my only problem with *Rogue Squadron*. Being a *Star Wars* fan, I think it's a nice little game, not too challenging and with enough variety to make playing enjoyable. But scratch beneath the surface, and imagine those X-wings are something else, and you can start to see numerous faults. Like the simple enemy AI, and the way computer ships can't fly in a straight line, jiggling slightly – they fly like flies! The fogging, pop-up and frame rates are also a problem, and for a game that doesn't look particularly fancy to begin with, this is a bit of a downer. Still, it's *Star Wars*.

ALEX HUHTALA

RATING







If you liked the flying sections of* Shadows of the Empire *and love* Star Wars*, you'll no doubt enjoy the blasting action on offer here.

PC CD ROM | ADVENTURE | BY DREAMWORKS INTEREACTIVE | OUT NOW | 1 PLAYER

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY EA TEL 01753 549442

Jurassic Park is back! Revisit *The Lost World* and venture into the mysterious Site B. It may have been abandoned by humans, but there's still plenty of dinosaurs at home.

TRESPASSER





T*respasser* is a story about Anne, a young woman who's just had the good fortune to survive a plane crash, only to wake on a remote island. If she could just find a phone, she might be able to get herself out of this mess. Slowly piecing together clues, Anne realises she's stepped into the infamous Site B, a place she thought was an urban myth. If only. Now she must find a way off this island and her instincts tell her to head inland and that's where the adventure begins.

I OWN AN ISLAND

Anne must make her way through Site B's abandoned buildings and jungle, picking up weapons as she goes and facing puzzles that frequently block her path. These puzzles usually consist of building a staircase out of strewn crates to reach higher ground. The game boasts very realistic physics, so you can throw stones, move crates and roll barrels. Knock a plank of wood and it will fall convincingly. Although technically impressive, this actually causes major headaches. Stacking boxes – something that should be simple – can take ages; crates topple, or simply start shifting on the ground. Oh well, onto the dinosaurs.



A toilet, a long stretchy arm - is there a link?

LIFE FINDS A WAY

The real attraction of *Trespasser*, or so the box would have you believe, is the living, breathing realistic eco-sphere. The reality is much like in the movie *Jurassic Park*, when the scientists and kids take the tour for the first time and don't see anything. That's not to say you don't see anything – you do sporadically – but it's as disappointing as a no-show. The dinosaurs behave themselves. Odd. Anne will find all manner of weapons scattered around the island, and can defend herself from the carnivorous attacks, but with dinosaurs this dumbly realistic, it's a lot easier than the films would lead you to believe.



Go on make a handbag out of him. Hit him with that... strangely erect snake?



CVG OPINION

***Trespasser* promised much, unfortunately something's gone wrong. For starters the gameplay is so linear, you'd think it was on rails! Anne's run is best described as a crawl, making the game dull and annoying. And judging by the length of her arms and their contortions, she must also be some sort of freak. Equally annoying is the voice acting, provided by big names. Anne shows complete lack of wonderment at the sights around her, while John Hammond chips in with inappropriate dinosaur trivia. Meanwhile, the dinos are not at all like their film counterparts. Obviously they look less impressive, but they also contradict the 'knowledge' we've gained from the films (such as raptors being pack hunters). There are many faults with the game – this is the tip of the iceberg! I'm not trying to put the boot in, but *Trespasser* is possibly the worst game I've ever played.**

ALEX HUHTALA

RATING







The digital sequel to* The Lost World*, directed by Alan Smithee and starring a bunch of inebriated puppets made out of pipe cleaners. Good grief!





DEVIL DICE

PUZZLE GAME
OUT NOW
BY SONY
1-5 PLAYERS

Made by the same team who produced last year's *Kurushi*. This is an intelligent puzzle game with lots of different modes, and something that requires plenty of practise to really enjoy. The idea is simple enough: You control a little devil who stands on top of a dice, you move it and match it to fellow six-sided dice to clear groups and progress. To form a group you must have the amount of dice that match the surface number, so five dice that have five as the number facing the surface when placed together will disappear. The various modes on offer make four very different games out of this idea. 'Trial' is like *Tetris* – clear away dice, they'll regrow and things will get faster. 'Battle' is a two player match where you win by being the last to form four groups of different value (this can be difficult). Wars can be played against four opponents – groups give you more seconds to stay in the game and whichever player's timer lasts longest wins. Finally, Puzzle asks you to put together certain groups within a limited amount of moves. It starts easy, but soon gets very difficult. Overall, this is a very challenging puzzle game, similar to *Tetris*, and just as addictive and fun. **ALEX HUHTALA**

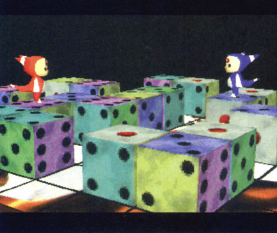
- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600

How many board games would you have to raid to play this game for real on your carpet?


Exciting dice rolling and lightning!



The little red fella with a big play.


So what have we got? Little devils straddling dice, so that's how they thought of the name!




NFL XTREME

ARCADE SPORTS
OUT NOW
BY 989 SPORTS
1-4 PLAYERS

While it may look quite serious to begin with, *NFL Xtreme* soon goes a bit mad. Players can leap high into the air, run around with flaming feet, and survive more violent tackles than any normal human being. The graphics are good enough, though there's something about the players' proportions that makes them look a bit strange. As with *NFL Blitz*, the play selection is far smaller than the usual gridiron simulations and the action is quite exaggerated. The thing is, it's not quite instant enough to be worth playing for a quick thrill, and not detailed enough for a proper game. It's also got really annoying speech and sound effects – the crowd yells non-stop all the way through the game, which is enough to make you want to turn the sound right down. With the selection of NFL games around, *Xtreme* is a bit of a waste of time. **ED LOMAS**

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



Not mad enough to be mad, and not serious enough to be taken seriously. What a paradox!






BUGS AND LOLA BUNNY OPERATION CARROTPATCH

PLATFORM GAME
OUT NOW
BY INFOGRAMES
1 PLAYER

All the carrots have disappeared from Bugs and Lola Bunny's home, and now they're going to find them. Searching the Warner Brothers studio, they encounter past friends and enemies, and enter themed levels starring your favourite Warner Brothers cartoon stars. Each area is split into three levels, with a Boss stage and also a bonus game between levels if you collect the right objects. This is yet another platform adventure which offers nothing new or innovative. But it still manages to be strong as a game, mainly thanks to a difficulty level that lets you get a little bit further each time and the best use of colour seen on the new Game Boy so far. It's a title that looks as polished as some old SNES games and makes you wonder what the Game Boy Color could be offering in 12 months' time. **ALEX HUHTALA**

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION AVAILABLE
- STORAGE CARTRIDGE
- PUBLISHED BY INFOGRAMES
- TEL 0161 832 6633





The best-looking Game Boy Color title so far. Look at the minimalist use of pinks and greys.








LIBERO GRANDE

The idea behind *Libero Grande* is sound – instead of controlling an entire football team, you choose a single player with limited control over your team-mates' actions. For example: if you choose a striker, you've got to set up and score goals, and then wait around the halfway line yelling at your defenders. The graphics weren't particularly great in the arcade and they've been simplified further here. Players jog around like old women and their necks often disappear back into their bodies when the ball goes in the air. The frame rate judders a bit (especially in two-player mode) and the PAL conversion is frustratingly slow. The lack of speed makes quick turns impossible, ruining the feeling of having total control of a single player. The idea is good, but the poor conversion makes *Libero Grande* something of of a mess. **ED LOMAS**

FOOTIE GAME
OUT NOW
BY NAMCO
1-2 PLAYERS

- PRICE £44.99
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



Unfortunately, the computer players are about as intelligent as a lobotomised Beckham.







THE SMURFS NIGHTMARE

The Game Boy has plenty of platform games already but *The Smurfs Nightmare* is one of the first to take advantage of the Game Boy Color's extra power. The very first section of the game shows just what the machine is capable of, with a detailed, colourful scene using multiple layers of parallax scrolling. The whole game looks very good indeed (at least Master System quality, almost pushing Mega Drive standards) and it has some nice animation too. The gameplay itself is pretty much the usual stuff – jumping, collecting, swinging, pushing, and so on. The levels are relatively interesting but only the high quality of the graphics make it stand out from the crowd of similar games on the standard Game Boy. However, if you're desperate for a good-looking Game Boy Color game, *The Smurfs Nightmare* is worth a go. **ED LOMAS**


PLATFORM GAME

OUT NOW
BY INFOGRAMES
1 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION AVAILABLE
- STORAGE CARTRIDGE
- PUBLISHED BY INFOGRAMES
- TEL 0161 832 6633



As the old saying goes: 'A greateth graphic don'teth making a greatest gameth.' How true.







FUTURE COP LAPD 2100

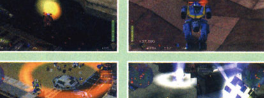
The PlayStation version was a really good laugh, but a little too repetitive to make it anything special. The PC version is basically the same but, thanks to the enhanced 3D graphics, it's a lot smoother and better to play. However, you still cannot escape the monotonous gameplay, where all you're doing is just blasting away at things. The first thing you'll have to grapple with when you start playing are the controls. Once you've sussed them, and twigged how to combine the strafe and turning, it becomes much more enjoyable. But it baffles me why there is no mouse control offered. A *Quake*-style control method with the arrow keys used for strafing would be perfect, but sadly that's not on offer. However, it's still a good laugh – there's loads to blow up, and the two-player co-operative mode is excellent. A good conversion. **STEVE KEY**

ACTION SHOOTER

OUT NOW
BY EA

1-2 PLAYERS

- PRICE £34.99
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442





One day, all law enforcement will be as super smooth and high resolution as this. Honest.








SYLVESTER AND TWEETY BREAKFAST ON THE RUN

Sylvester the cat and Tweety Pie the canary make it onto Game Boy Color in this straightforward platform game. If you've seen any one of their cartoon adventures on telly, you'll know what to expect in terms of storyline. Sylvester's hungry and he wants to eat the bird, of course. However, not only is Tweety much faster than Sylvester but granny, her guard dogs, and countless other hazards get in his way. The game features fast-paced 2D sections, while the stronger section is an isometric 3D affair, very similar to vintage Spectrum games like *Head Over Heels*, and *Knight Lore*, but sadly not as good as those decade-old games. Sluggish controls are mainly to blame, but the sparseness of the colour are also partly responsible. A near miss, I'm afraid. This game looks like it could have been good, but it isn't. **ALEX HUHTALA**

PLATFORM GAME

OUT NOW

BY INFOGRAMES

1 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION AVAILABLE
- STORAGE CARTRIDGE
- PUBLISHED BY INFOGRAMES
- TEL 0161 832 6633





See. Side-scrolling and isometric can live together in perfect harmony. It is Ape law!








CARMAGEDDON 2 CARPOCALYPSE NOW

CAR GAME
OUT NOW
BY STAINLESS SOFTWARE
1-6 PLAYERS

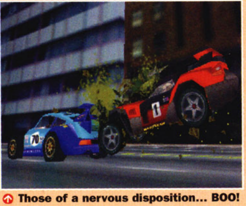
You'll have probably heard about the furore surrounding the second *Carmageddon* game. After SCI's last battle in the courts over the original game, they've again been denied a certificate so we have to review the zombie version here. Those in the know, however, can download a full-gore version from the Net. Whatever version you have, *Carmageddon 2* is really good fun. You are competing in a race with the bonus attraction of running people over. In various ways. You get bigger bonuses depending on how you kill people too, squashing them up against walls or landing on their heads, for example. The trouble is that the game becomes a bit linear after that. If you want to run people over all day, that's fine, but there are no real extra bits to make it different when you play. The multiplayer game is a lot of fun though, and once you start designing skins for your cars then you'll really start getting into it. I personally found the one-player game too samey and that's still an important part of the game. A very good title, then, but don't believe the hype. There are better driving games, and violence-seekers will get a better fix from titles such as *Resident Evil.* **STEVE KEY**



- PRICE £34.99
- PC PREDECESSOR AVAILABLE
- PS AND N64 VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SCI
- TEL 0171 585 3308



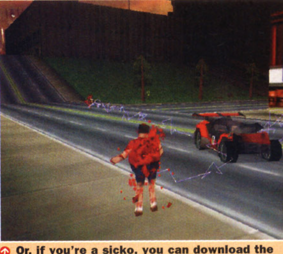
The best excuse you'll ever have to mow down zombies and other beings with green blood.



Those of a nervous disposition... BOO!



Sponsorship by Badyear. Ha ha.



Or, if you're a sicko, you can download the blood patch and play the game like this.




X GAMES PRO BOARDER



SNOWBOARDING



OUT NOW
BY RADICAL ENTERTAINMENT



1-2 PLAYERS

After the disappointment of *Cool Boarders 3,* I wasn't expecting much from this game. But *X Games Pro Boarder* could well surprise a lot of people. The first thing you'll notice is the quality of the graphics. The slopes are all solid, with none of those polygon breaks that plague so many PlayStation games. And what really makes you sit up and take notice are the courses themselves. They're all well-designed, and there's a trick course full of opportunities to show off (future course designers take note, more like this please). The controls allow you to perform a wide variety of tricks, realistic to a certain point, but the real riders featured in the game thought it would be fun if you could also perform a few impossible moves too. Add loads of sponsorship and tracks by the Foo Fighters, No FX and more, and the result is a game that should attract a few admirers. **ALEX HUHTALA**

- PRICE £39.99
- PC CD-ROM VERSION PLANNED
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600





Choose to play as the best of the best from the real sport, or our creation – 'Player 1'!






NFL BLITZ

ARCADE SPORTS GAME



OUT NOW
BY MIDWAY
1-4 PLAYERS

Like *NBA Jam* before it, *NFL Blitz* takes a popular American sport and blows it out of all proportion. All the action is ridiculously fast – you even have to select your play almost instantly! It's got very simple controls, which basically requires just three buttons to do everything. And it's not even essential to have any knowledge of American football, seeing as most of the rules have been changed or ignored completely for the sake of simple gameplay. While it's extremely easy to play, there's not a lot to *NFL Blitz,* fun though it is. The selection of plays is very small, though once the ball's been snapped, everything goes crazy anyway. As an arcade game, *NFL Blitz* is a lot of fun, but as a home game it doesn't stand up against the more faithful simulations already available. Rent it for a few nights of fun instead. **ED LOMAS**



- PRICE £39.99
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 565 7300



Carefully set up your play, snap the ball at just the right time... then GO CRAZY! RAAAAGH!

MINI REVIEWS







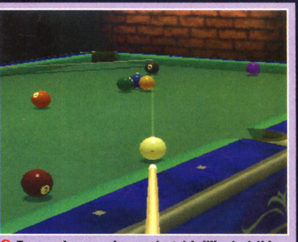
POOL HUSTLER

Another pool game for people who don't fancy the trek to the pub every time they want a match. *Pool Hustler*'s main feature is the Story Mode, where you travel around the city playing against opponents, gambling money on games. If you're really sneaky, you can even deliberately play badly to get them to raise the stakes, or place bets on single shots. The controls are unusual – in analogue mode you pull back on one stick to set the power. But in standard mode you hold the X button to power up, which works better because it's also easier to aim shots. The graphics are okay, the computer opponents are a bit slow but good enough, and there are all the usual features – practice, trick shot, two-player and so on. But the music doesn't fit too well – it sounds like poor Mega Drive *Sonic The Hedgehog* music. While *Pool Hustler*'s a decent conversion of the sport, it's not a particularly exciting one. **ED LOMAS**

- POOL SIM
- OUT NOW
- BY ASK
- 1-2 PLAYERS



- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SUNSOFT
- TEL 0171 374 2766



For maximum enjoyment, get brilliant at this game, then hustle your friends for real cash!



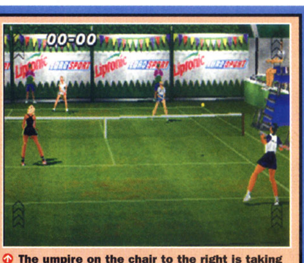

ALL-STAR TENNIS

There have been plenty of tennis games over the years, but very few have been any fun to play or represented the sport properly. Ubi Soft's *All-Star Tennis* uses a control system which feels like *Smash Tennis* on SNES, only it doesn't work quite as well. Powering up and aiming shots is hit-and-miss, and smashes and dives take ages because of motion-captured animation sequences. The graphics are slack too, with a cardboard cut-out umpire who can't be seen from the side. There are some neat sounds though, and the crowd reacts well (even booing somebody when their mobile phone rings!). As well as regular matches, you can play the special Bomb Tennis mode where a bomb appears on the floor wherever the ball bounces. If you hadn't guessed, this mode is absolute cack. There's not much choice for tennis fans on PlayStation at the moment, but still that's no excuse to rush out and get this. **ED LOMAS**

- TENNIS GAME
- OUT NOW
- BY SMART DOG
- 1-2 PLAYERS



- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- N64 VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY UBI SOFT
- TEL 0181 944 9000



The umpire on the chair to the right is taking a break from the John Smith's Bitter adverts.





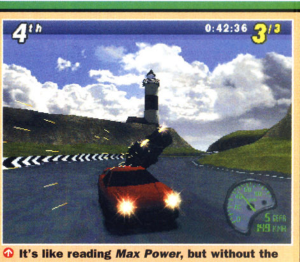
MAX POWER RACING

It was formerly known as *C3 Racing* and then the people at our sister magazine *Max Power* came in and put their name on the title. But underneath it all, it's really still just another racing game on the PlayStation. *Max Power Racing* is not a bad game, but considering *Gran Turismo, TOCA 2* and *Colin McRae Rally* are already well established, it'll always play second fiddle to those. It's still a decent enough game, with some nice graphical effects in places and a huge range of options to customise your car with. The tracks have to be earned too, so it gives you lots of short-term goals to keep you entertained. And of course, there's loads of vehicles you can uncover. But there is much better out already, so have a look at those first before you plump for *Max Power*. **STEVE KEY**

- DRIVING SIM
- FEB RELEASE
- BY EUTECHNIX
- 1-2 PLAYERS



- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY INFOGRAMES
- TEL 0161 827 8000



It's like reading *Max Power*, but without the birds, and blokes who chat about dump valves.





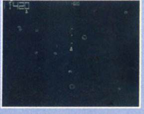

ASTEROIDS

The original *Asteroids* is one of my favourite games of all time, and this update retains the same simple gameplay, but adds a fresh lick of paint. The original shoot, thrust and hyperspace controls have been retained, but there's now also a shield button to get you out of scrapes, and an assortment of power-ups to be collected for limited use. You control a spaceship stuck in the middle of an asteroid field and must blast everything you see on screen. Large asteroids shatter into smaller fragments when shot, and litter the field of play. Hostile craft and other floating space debris also enter the fray. The deadliest addition are crystal asteroids, which regenerate if left alone. The graphical overhaul looks nice, with lots of particle effects, and backgrounds play a part in some levels. If you're a fan of the original, you'll love this update. And if you're looking for a challenge, *Asteroids* can be one tough game. **ALEX HUHTALA**

- SHOOTING GAME
- OUT NOW
- BY SYROX
- 1-2 PLAYERS

- PRICE £29.99
- PC VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION
- TEL 01895 456 700



Spot the difference, three of these are the new game. Can you tell which is the original?

SAINT & KEYSIE




Football tips from CVG's footy experts!






More big signings in the world of football video games this month, and the build-up to a management game frenzy. Plus your chance to win some Mizuno goodies in our Spot the Ball competition, courtesy of Eidos. We've also got an assortment of 'goodies' for readers who send in their tips, cheats and moans about football games.

NEW PLAYER MANAGER

GAME FOR PLAYSTATION!

After releasing the first management sim for the PlayStation, the original *Player Manager*, Anco are preparing to launch the '98-'99 update to go head to head with Gremlin's chart-topper, *Premier Manager*, and *PFA Soccer Manager* from Eidos.

The first *Player Manager* was nowhere near as successful as *Premier Manager*, but it was launched at a time when the PlayStation wasn't as popular as it is now. Hence the reason for Anco putting a considerable amount of time and money into promoting it. The big selling point for the game, is the fact that you can watch the matches being played – not just the stats.

Anco claim the game's 3D engine is bound to impress, as it greatly enhances the game-play, but we'll wait until we've seen it running before we make our judgement.

GENUINE ARTICLE

The rosters have been completely updated to include all the latest transfers and squad details and all the kits are accurate representations of the genuine article.

They've also included all the British leagues, including the Vauxhall Conference, to give you the chance to start right at the bottom of the management ladder.

The competitions are all in there too, with the Champions League beckoning for the real stars and the Cup Winners' Cup for those who get more than just an extended run in the FA Cup. There are over 7,000 players stored in the game too.

The late January-early February release date looks assured, so we should have a review for you next month. It's going to be a big winter for management games, with at least five major titles early this year – *Championship Manager 3* and *Football World Manager* on PC being the other two. Keep it locked to CVG to find out which one really is the king of the dugout.







Lee Dixon is top of the goalscoring charts. Realism still needs a bit of tweaking then.



KEEGAN AND WENGER GO HEAD TO HEAD



Sticking with the management games, two major football coaches have been signed up to represent and promote two of the biggest games this year.

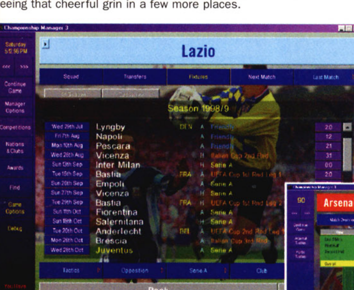
Gremlin have acquired the talents of Kevin Keegan, the former Newcastle and current Fulham manager, to help them promote *Premier Manager '99*. The ranks of Gremlin superstars is swelling – they already have Alan Shearer, George Weah and Oliver Bierhoff to promote their football games worldwide!

Eidos have countered this by enlisting the services of the most successful foreign coach of recent times, Arsène Wenger to help them gain a few extra column inches for *Champ Man 3*. His face will adorn all the ads and features linked with the game, so get used to seeing that cheerful grin in a few more places.

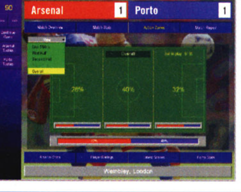


Big Kev and Big Arse... Hang on a minute.





Expect to see Mr Wenger's head as the mouse pointer and icons... This is a lie.





In keeping with the Arsenal connection, we have a picture of the Gooners. And it's boring.

Games League

FIFA '99 rockets straight to the top of the charts, blitzing everything else in sight. Just goes to show that it's still the biggest football game around. Office favourite *ISS Pro* slips down to fourth.

Pos.	Title	Format	Price	Rating
1	**FIFA '99**	**PS, PC, N64**	**£44.99, £34.99, £49.99**	**2/5**
2	Michael Owen's WLS '99	PS	£44.99	4/5
3	Actua Soccer 3	PS	£44.99	4/5
4	ISS Pro '98	PS	£44.99	5/5
5	ISS '98	N64	£39.99	3/5
6	World Cup '98	PS, N64, PC	£44.99, £59.99, £34.99	4/5
7	Premier Manager '98	PS	£44.99	5/5
8	Actua Soccer 2	PS, PC	£39.99, £34.99	4/5
9	FA Premier League Manager '99	PC	£34.99	N/A
10	World League Soccer	PS, SAT, PC	£44.99, £34.99 (PC)	4/5

Face the Facts

More "surrealist" game artwork, this month. We have Michael Owen and his render with flipper feet, huge spam and matchstick arms. Basically, they textured his face onto a render of a Dali painting. Shearer and his monkey have a rival.





The auditions for Fat Les went rather well.

Spot the Ball!

Balls balls balls. Some of you are still telling us the ball is in the S&K logo. **IT'S NOT ON THESE PAGES**! And it's not on page 64 either! But if you think you've spotted the ball elsewhere in this issue, send us a postcard to **Spot the Ball #207** along with with your name, address, phone number, plus your boot and clothes size. Last month's winner was Ben Almady of Sible Hedington, Essex. He correctly found the ball on Page 52 above the Music logo. Well done Ben, we'll be in touch.



All compo entries, tips and general football blab should be sent to this address:

SAINT AND KEYSIE #207
COMPUTER AND VIDEO GAMES
37-39 MILLHARBOUR
ISLE OF DOGS
LONDON
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ARCADE



Swim the Seven Seas searching for lost treasure and mysterious deep-sea creatures to deep fry!

3D SHOOTING GAME	AM1
OUT NOW	1-2 PLAYERS
• DREAMCAST VERSION RUMOURED • DISTRIBUTED BY DEITH LEISURE	• MODEL 3 STEP 2 BOARD • MEGALO /THEATRE CABINET

The Ocean Hunter



We humans like to think we know everything about every animal on the planet, but we don't. There are myths and legends concerning giant sea creatures which are supposed not to exist, and there are deep parts of oceans which have never been explored. In *The Ocean Hunter*, you and a few colleagues are swimming around, exploring the bottom of the beautiful briny, armed with electronic stun guns just in case you come across any hostile marine life. Unfortunately, it seems as though the entire ocean is against you, including a whole bunch of enormous creatures which supposedly don't exist!

AUTOMATIC SUB-MARINE GUN

Your only weapon in *The Ocean Hunter* is a two-handed underwater gun which fires electrical stun bolts to knock out any creatures which try to attack you. Using the gun effectively requires different techniques to most shooting games as the shots move far slower than you'd expect. Also, only five shots can be fired at a time – ideally you should fire carefully and avoid wasting shots, or you could be left not being able to shoot in an emergency.

The gun mounted on the arcade cabinet has two fire buttons – one under each thumb – and shakes around whenever it's fired. Swivelling the gun around with two hands makes aiming very different from regular shooting games.

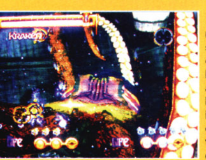




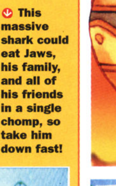
IT WAS THIIIIIIS BIG!

There are seven stages in *The Ocean Hunter*, each of which ends with a fight against a massive boss. You'll have to do battle with a giant shark, crab, octopus and more, each with a selection of tricky attacks to avoid. These battles are the best parts of the game because the enormous sea beasts look so brilliant!





This massive shark could eat Jaws, his family, and all of his friends in a single chomp, so take him down fast!





You could feed a whole school full of seafood-loving kids with just one of this crab's legs. Kill it and eat it now!





Here's Flipper's uglier big brother. There are some real freaks down here.

DISCOVER THE MYSTERIES OF THE DEEP SEA

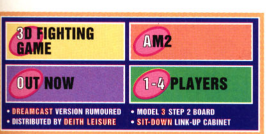
ARCADE



SPIKEOUT™

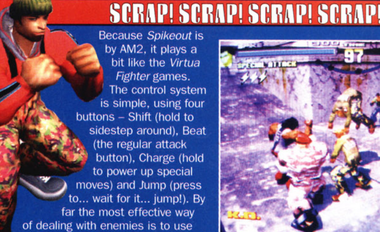
AM2's latest fighter goes on the move and takes on an entire city at once. Are you up to the challenge of *Spikeout*?


Fights can break out anywhere – even on these moving escalators! Chuck 'em over the edge!



Sega's latest fighting game is now all over the country. *Spikeout* takes the scrolling fighting game made popular by classics such as *Final Fight* and *Streets Of Rage* and brings it bang up to date. As always, a gang of heroes travels around the city streets beating the crud out of crowds of evil hoods. But this time, rather than a feeble gang of just two people, you can get up to four going around at once, each controlled by a powerful Model 3 machine! Here's a look at a game we think is a prime contender for conversion to Dreamcast, complete with online multiplayer modes!

SCRAP! SCRAP! SCRAP! SCRAP!





Because *Spikeout* is by AM2, it plays a bit like the *Virtua Fighter* games. The control system is simple, using four buttons – Shift (hold to sidestep around), Beat (the regular attack button), Charge (hold to power up special moves) and Jump (press to... wait for it... jump!). By far the most effective way of dealing with enemies is to use combos. These are fairly easy to do because the Charge button special moves often send people flying into the air, ready for more hits. You can also pick up weapons and bits of scenery lying around, or even throw enemies into one another. In multiplayer mode you can work with your friends, holding enemies still while they beat them up or launching yourself off a team-mate and into a bundle of bad guys!

FOUR BECOME ONE



Spikeout cabinets are linked to one another by optic fibre cables so that up to four people can play together at once. When you start a game, you get the option to go from the beginning or join any games already running in the arcade. If someone joins a game already in progress, the action stops as all the machines connect. They then display the new, larger team on screen before resuming. Enjoyment of *Spikeout* increases with the number of players – get three friends and head to an arcade now!


In the theatre you're attacked by a gang of armed enemies. Just steal their weapons and fight back!

GANG WARFARE IN THE STREETS!


There's loads of stuff you can use to fight off the bad dudes – you can even set them on fire!

A FIGHT ON THE TOWN

All of *Spikeout* is set in one big cityscape, divided into 12 areas such as the Department Store and Downtown. Although you can walk in any direction, bits of scenery often block your way until you've cleared all of the baddies out and get the opportunity to smash your way through to the next section. To give you some idea of the size of these stages, AM2 say each of the 12 is around 80 times bigger than a *Virtua Fighter 3* arena! It's amazing considering the amount of detail on both the scenery and characters – and you can get up to 10 of them battling away at once!


You'll get into some great scraps in the Department Store. Mass bundle!


Here you can see just how enormous the stages are – just look at the map!



Dirt Devils

Muddy it may be, but rallying just can't compete with the downright filthiness of *Dirt Devils*!

RACING GAME	AM3
OUT NOW	1-4 PLAYERS
• DREAMCAST VERSION RUMOURED	• MODEL 3 STEP 2 BOARD
• DISTRIBUTED BY DEITH LEISURE	• SIT-DOWN CABINET

Driving a car around on slippery mud at high speeds is loads of fun. The only problem with rally driving is that it's pretty much a non-contact sport, so AM3 have created *Dirt Devils* – a circuit racing game with plenty of contact and plenty of mud! Customised cars with jacked up suspension zoom about, flying over jumps, through puddles of mud, and around corners sideways. Though your shiny car might look lovely at the start of the race, it's guaranteed to look like a giant clump of mud on wheels by the end!

MUD FER IT

Dirt Devils has three racecourses packed full of mud for you to splash around in – the Canyon (a wide, open oval), the Stadium (lots of spectacular jumps), and the City (a narrow, windy track with lots of puddles to avoid). Each one plays differently and works best with a different vehicle, so it's worth experimenting a bit. You should also learn a few dirty tricks you can use to ruin your opponents' chances, such as ramming into them just as they're about to take off from a ramp!

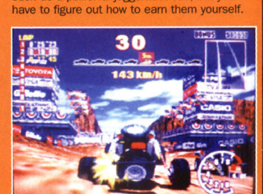


MUDMOBILES

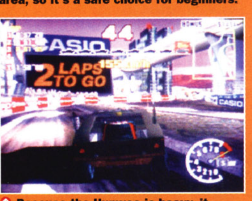
There are five vehicles available from the start of the game – the Desert Buggy, Baja Bug, Toyota Racetrack, Humvee, and Euro Prototype. The cars all handle differently, with the Humvee just steaming through the mud while the Euro Prototype bounces all over the place, slowing right down if it gets stuck in big puddles of mush. Extra vehicles are available, such as a powerful juggernaut cab, but you'll have to figure out how to earn them yourself.



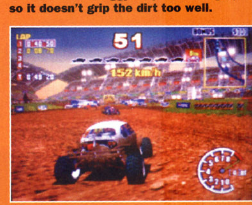
The Toyota is pretty good in every area, so it's a safe choice for beginners.



The Desert Buggy is quick but light, so it doesn't grip the dirt too well.



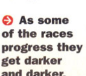
Because the Humvee is heavy, it doesn't bounce around over the hills.



The Baja Bug is the coolest of the vehicles, and is good fun to drive too.







Light cars get thrown all over the place by the bumpy tracks.

As some of the races progress they get darker and darker.



SEGA RALLY'S DIRTY COUSIN!



Star Wars Trilogy Arcade

Fly an X-Wing, race speederbikes around Endor, and even go one-on-one in a lightsaber duel with Darth Vader!



This isn't the first *Star Wars Arcade* game Sega have made – their last one was a Model 1 game which didn't have much more variety than flying about shooting down TIE Fighters, eventually flying into the Death Star to finish things off. This time around they've based a game on the entire trilogy of movies, letting them take some of the best scenes in cinema history and turn them into video game stages. There's much more to *Star Wars Trilogy Arcade* than flying spaceships – you also need to be a master with a blaster and lightsaber, and have to be able to adapt to whatever the Empire may throw at you. Only a true Jedi will make it all the way.



A TECHNOLOGICAL TERROR

Star Wars Trilogy Arcade uses a totally unique cabinet, designed by the experts at AM4. Each stage is controlled with the special force-feedback joystick, whether it be firing guns, flying spaceships or whatever. The best bits are the bonus lightsaber battles where you must use the stick as your weapon – you even get to feel Darth Vader pushing you back, or Boba Fett's laser blasts ricocheting off your lightsaber.

NOW I AM THE MASTER

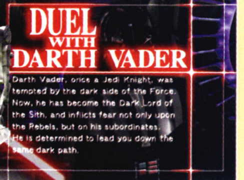
Since we last showed you the game, two bonus stages have been added. Now, if you do the right things while playing, you'll have a lightsaber battle with Boba Fett or Darth Vader! Because of the unique control system and virtual reality-style first-person view, this is the nearest to being "in" the *Star Wars* movies that most people will get.



Now you get to take on everyone's favourite bounty hunter face to face!



'Use the Force, Luke!' Meaning: look at the arrows to see where he'll shoot!



Papa Vader wants you to take over the family galaxy dominating business.



Just remember that it's only the Green Cross Code man inside the suit.





Could good old Chewie be hiding in that AT-ST?

YOU CAN NEVER HAVE ENOUGH STAR WARS!

Hot new games

You think this Christmas was stacked with incredible games? You ain't seen nothing yet! Well you've seen a fair bit, but here's more!

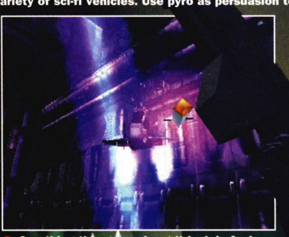


G-POLICE: WEAPONS OF JUSTICE

BY PSYGNOSIS **1 PLAYER** **OUT MARCH**

Patrol cities in a variety of sci-fi vehicles. Use pyro as persuasion to enforce the law!

THE IDEA:
Sequel to last year's blaster, where you patrol and protect cities – flying around huge domes in a futuristic helicopter. The sequel adds more variety, easier controls, and lots of new missions. More strategy, and a more engrossing challenge.



One thing this game doesn't lack is funk.





BEST FEATURES:

★ You're not confined to the skies – you can tackle crime in a wide variety of land and air vehicles.

★ Some 30 vehicle types, and 30 missions to get the best out of them. This won't be over too quick!

★ Improved Artificial Intelligence sees fellow officers tackling criminals, who are smarter.

★ Specifically designed to get the best out of PlayStation, meaning that it should look better.

★ More "adventure" elements to the game, including sub-plots, make it much more involving.



Weapons of Justice **has been designed specially for PlayStation, so it will look as good as possible. All we want is for Psygnosis to make the game exciting.**

MARIO PARTY

BY HUDSON SOFT **1–4 PLAYER** **OUT TBC**

THE IDEA:
A board game with lots of cool differences. You're rolling dice to decide who moves, and how far, but when you land on a square it all goes crazy.

BEST FEATURES:

★ Each square holds one of 50 *Mario*-style party games.

★ All games are based on a Nintendo theme.

★ Mad stuff like two-player vs two-player bobsleigh races.



Four people on the controllers, but everyone can chip in and have a go. Well, it's a party game innit!

SMASH BROTHERS

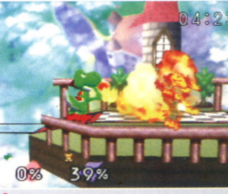
BY NINTENDO **1–4 PLAYER** **OUT TBC**

THE IDEA:
Nintendo's best-loved characters try to knock each other out! It's harmless fisticuffs with a Nintendo slant. Best thing is, it's four-player.

BEST FEATURES:

★ Stages, unique to each character, feature mad obstacles to catch you out.

★ Has trademark power-ups, and super weapons relevant to each character.



Link uses the Master Sword. Yoshi turns enemies into eggs. All the moves are in here, but it's totally whacked-out!

ROLLER COASTER TYCOON

BY MICROPROSE/HASBRO 1 PLAYER OUT SPRING '99

Earn yourself a pile by making kick-ass roller coasters.

THE IDEA:
Take control of theme parks and manage the running and construction of new rides. Hire staff, plant trees, spend money marketing the park, and research new attractions. Most importantly, build roller coasters – big ones!



Make them big, and bad, so people puke!



BEST FEATURES:
★ Build time-saving preset designs or create your own roller coaster from scratch.
★ Many types of roller coasters – wooden, steel, stand-up, or hanging. Can you build them all?
★ Make lots of money selling food, souvenirs, and charging for entry to the park and rides.
★ If your roller coaster is evil enough, people will throw up – better hire some cleaners.
★ Created by Chris Sawyer, who gave us the brilliant *Transport Tycoon.*



ROGUE SQUADRON

BY LUCASARTS 1 PLAYER OUT MARCH

Great-looking shoot-'em-up that's as good on N64 as it is on PC.

THE IDEA:
This is the N64 version of the PC game reviewed in this issue. You play Luke Skywalker, co-founder of the *Rogue Squadron*, a bunch of the best Rebel pilots who embark on daring high-risk missions where the odds are stacked against you.



The whole game plays like stage one of *Shadows.*



BEST FEATURES:
★ Pilot five vehicles: X-wings, Y-wings, A-wings, V-wings and snowspeeders.
★ Uses the Memory Expansion Pak, and looks as good as the PC version!
★ Plays like the best levels of *Shadows of the Empire*, but with more to do.
★ Unlike *Shadows of the Empire*, this game has got speech, and lots of it.
★ Have fun spotting lots of familiar vehicles and locations from the movies.



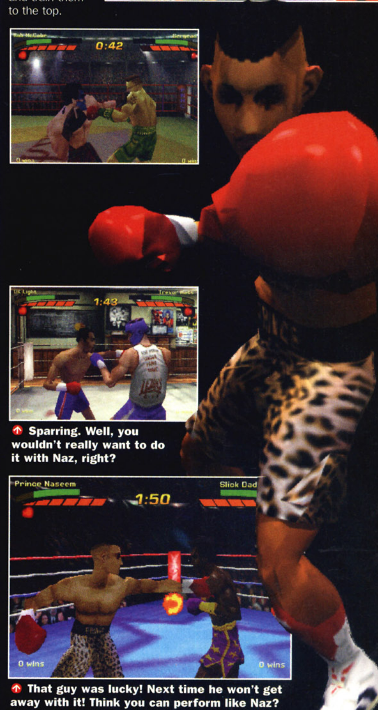
PRINCE NASEEM BOXING

BY CODEMASTERS 1–8 PLAYER OUT APRIL

The coolest boxing game, for the man who expects nothing less.

THE IDEA:
Become Prince Naseem, the WBO Featherweight Champion, in the first boxing game to earn his approval. Three different modes of play offer unique challenges, including the chance to manage a fighter and train them to the top.





Sparring. Well, you wouldn't really want to do it with Naz, right?

That guy was lucky! Next time he won't get away with it! Think you can perform like Naz? You're gonna need lots of practice.

BEST FEATURES:
★ Manage one of 90 different boxers in the World Game mode, train them and choose their fights.
★ Unlock secret fighters in the Showcase, where Naz challenges fighters from around the World.
★ Wide range of moves, and fighters build up sweat as the fight unfolds.
★ Uses "dynamic node skeletons based on Kinematics", so the fighters move realistically.
★ Fastest boxing game ever made – to honour the skill and prowess of the mighty Naz!!!



SHENMUE

BY SEGA AM2 | 1–? PLAYER | OUT TBC

From the creator of *Daytona USA*, and *Virtua Fighter*, comes a first of its kind.

THE IDEA:
The only info to be released is that *Shenmue* will be the first "FREE" style of game – Fully Reactive Eyes Entertainment! Basically, the first go-anywhere, do-anything game that players have dreamed about since the dawn of video games. Big wow!



Detail goes right down to hand movement!



Boring to look at, but the implication is that all objects in Shenmue are totally unique.





BEST FEATURES:
- ★ 500 individual characters for you to interact with, many under your control.
- ★ An unprecedented level of detail on all objects – living, or inanimate.
- ★ Guaranteed to introduce some of the coolest-ever game personalities.
- ★ The *Shenmue* world is claimed by AM2 to be as large as planet Earth!
- ★ Overall destined to be the most important game Sega have ever produced.



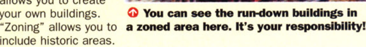


SIM CITY 3000

BY MAXIS | 1 PLAYER | OUT SPING '99

THE IDEA:
You are mayor of Sim City, and must design and manage a popular city, keeping crime down, attracting business and battling space aliens!

BEST FEATURES:
- ★ Create landmark buildings like Big Ben or the Empire State.
- ★ Building Architect Tool allows you to create your own buildings.
- ★ "Zoning" allows you to include historic areas.



You can see the run-down buildings in a zoned area here. It's your responsibility!



LINK'S AWAKENING DX

BY NINTENDO | 1 PLAYER | OUT FEBRUARY

THE IDEA:
Our hero Link gets ship-wrecked on an Island, whose people are being attacked by monsters. Help Link to storm dun-geons, solve the mystery.

BEST FEATURES:
- ★ Easily as involving, and just as much fun as the N64 game.
- ★ Revised presentation screens from the original GB version.
- ★ A new dungeon for Game Boy Color.





One of the original dungeons from GB *Zelda*. See the new ones next month.





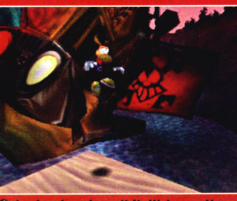


RAYMAN 2

BY SMART DOG | 1 PLAYER | OUT MARCH

THE IDEA:
Love him or hate him, Rayman has a following. This is his chance to prove his worth to the masses worldwide.

BEST FEATURES:
- ★ 3D worlds that push N64, PlayStation, even PC to the limit.
- ★ An original character with an inventive range of techniques.
- ★ Promises over 40 hours of gameplay, packed with puzzles.



Looks nice, doesn't it. We're pretty confident the game will hold up too.





WCW THUNDER

BY THQ | 1–2 PLAYER | OUT SPRING '99

THE IDEA:
This PlayStation version has major advantages over N64 for the real fans: video clips, and all the wrestler theme tunes.

BEST FEATURES:
- ★ 64 wrestlers to choose from (double the previous game).
- ★ Test your strength by button-bashing *Track and Field* style.
- ★ New cage matches, Battle Royale, new moves with weapons!



'Oh yeah!' 'Oh YEAH!' 'OH YEAH!' 'OOH YEEEAAAH!' 'OOORGH YEEAARGH!'



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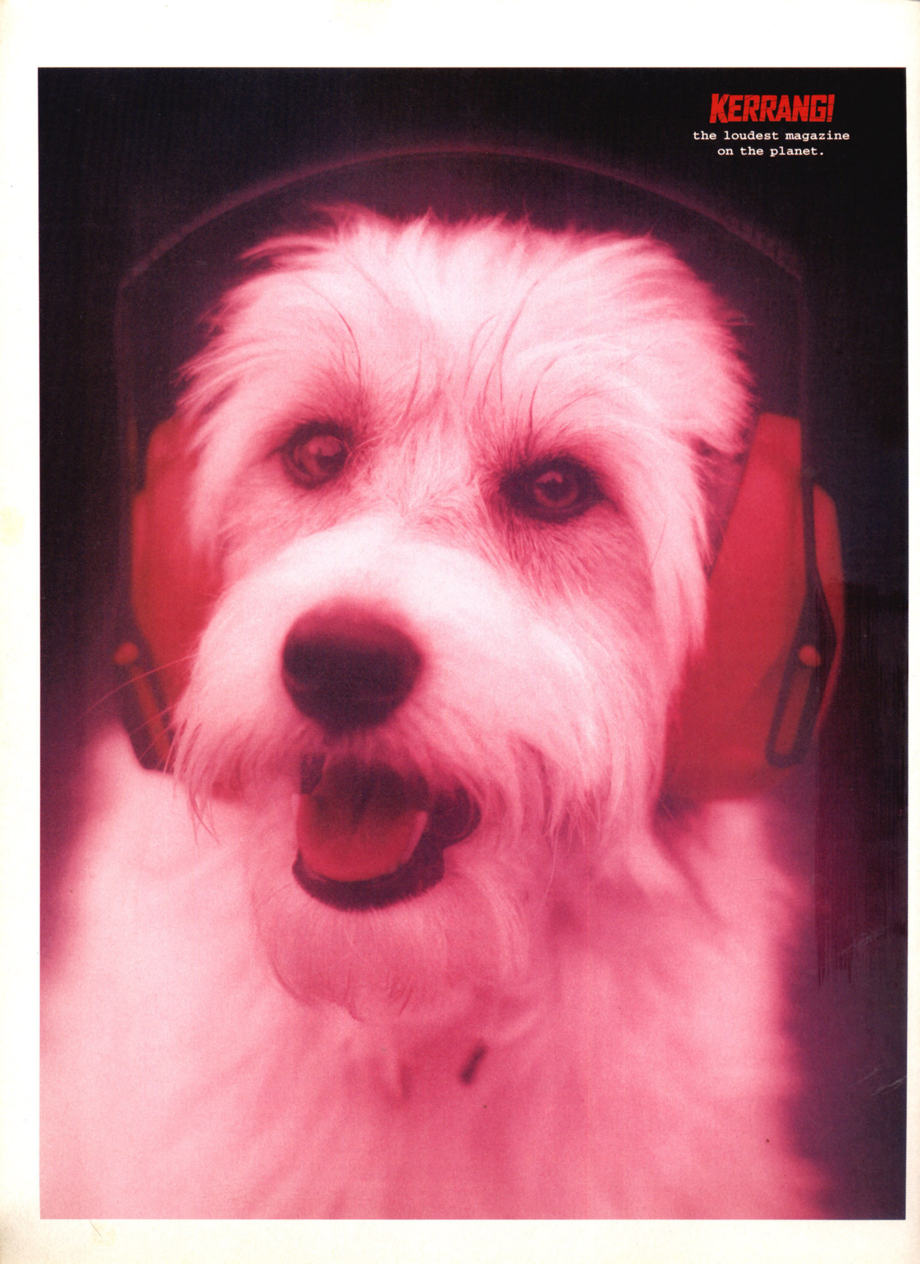
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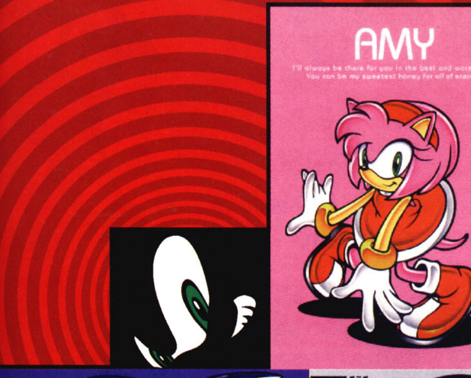
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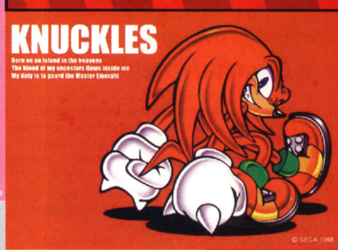
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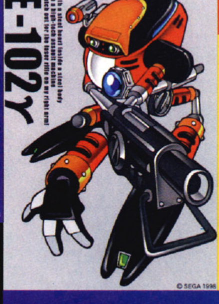

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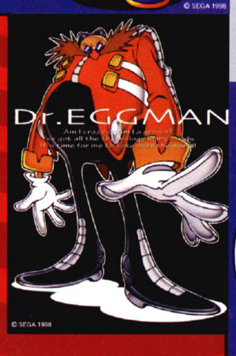














SONIC ON DREAMCAST
JUST HOW AWESOME WILL IT BE?







WE WUZ ROBBED!

Controversial penalty ends CVG bid to win 500 quid in Gremlin/Wireplay *Actua Soccer 3* tournament!

The London Hilton was the plush venue for the collection of journos, Gremlin reps and general video game/football pundits to gather and have a chuckle while playing *Actua Soccer 3*. Via the delights of Wireplay, representatives from the UK's games magazines played from their offices.

With £500 on offer to the overall winner, 32 entrants formed eight groups of four. The top two from each would go through to the knockout stages, where Golden Goal and Penalties could decide the outcome... only, the penalties weren't working, so it had to be re-matches!



Gurn Lomas, gurn!

THE GROUP STAGES

Originally it was meant to be only Steve who was the CVG representative, but due to someone dropping out, Ed (who had only turned up as a spectator and to drink free beer) ended up as "supersub". And, as luck would have it, he was in the same group as Steve. A titanic battle was promised. Steve's first game saw him face Sam Richards from the new *Arcade* magazine. Proving that the new kids on the block still have a bit to learn, Steve won 2-0, thanks to a rather dodgy sending off. Ed also won his first game against Steve Hill, a freelancer for PC mags. Ed was especially happy as he had never played the game before, while Steve had been reviewing it for the past three days. The next two games finished goal-less, and Sam beat Steve Hill to finish with four points. Steve and Ed both had four too. And they still had to play each other. A draw and they're both through. Ed couldn't lose. Steve could afford to. CVG vs CVG. Mag pride at stake. A crunch game. It finished nil-nil. "Boring" and "dull" were just two printable comments in the post-match banter. So, Steve goes through as top, Ed runner up.

Well I've swung it over and 'ee's boshed it in.

You should have seen all the jacket and tie guests at the hotel when we walked in!

The boy Key does his best to pretend he's played this game before.

Ha ha! I always wear this jumper. That's why it smells.



And here is the Sunderland striker Michael Bridges. Now, as much as we wish him well in his career, it was still a dodgy penalty. Bitter? Us? Get out of here.



THE SEMI-FINALS

Drafted in as the celebrity players were Sunderland's Michael Bridges and ex-Brentford player Gus Hurdle, who now writes games reviews for *Total Sport*. Both of them were now in the semi final. Steve had to face young Bridges, who had seen off the defending champ in the previous round. Michael took the lead with a soft goal at the near post in the second half. Steve and his Everton raiders then produced a 25-yard thunderbolt of an equaliser in the 85th minute. Still a stalemate after extra time and onto penalties. But they don't work! So we have a replay. Into the second half of the re-match and Ed's loitering behind Steve shouting all manner of drunken abuse and cheering. But then the most controversial moment of the championship occurs. Bridges puts in a cross to the Everton box, and the ref stops the game. Spotting an off-the-ball foul that nobody else saw, he gives the penalty. He converts and takes the lead. Steve is shellshocked and despite dominating the game, can't get another equaliser. He's out.



SECOND ROUND

The beer is gradually kicking in, and Ed is getting louder. Up against Steve Owen from *PC Gamer*, his alcohol-fuelled rampage is brought to a halt. He crashed out 1-0. Steve is taking on a competitor from *Shoot!* magazine, and it takes a Golden Goal winner to see him through to the quarter-final and a chance for CVG to get their revenge. Steve Owen is paired against Steve, who makes amends for Ed's exit by winning 1-0 and sneaking through unnoticed to the semi-finals. But the smell of the cash was to prove Steve's downfall.



WHO WON THEN?

Despite not managing to get one games mag journo into the final, the atmosphere is still upbeat. Ed is babbling on like a tramp now, and Gus takes the championship 2-1. The money goes to a charity of his choice, which makes the defeat easier to take for Steve. "Roll on *Actua 4*" is the only thing on Steve's mind at the moment. He still has nightmares about that penalty. Some things stick with you for life. Ha-ha.

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90% PLAYSTATION PLUS MAGAZINE, NOVEMBER 1998

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★★★★★ POWERSTATION MAGAZINE, NOVEMBER 1998

" IT PLACES ALL THE IMPORTANT CONTROLS WITHIN EASY REACH...THE GUN'S SIZE MAKES IT FEEL LIKE A REAL SIDE ARM. IT'S KICKBACK FEATURE COMES INTO ITS OWN WHEN RELOADING, WHICH CAN BE DONE AUTOMATICALLY "
88% GAMES MASTER MAGAZINE, NOVEMBER 1998



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FREEPLAY



DREAMCAST FORECAST

The first batch of Dreamcasts – 150,000 of them – sold out in Japan in one day. This was only the start of Sega's biggest ever attack on the world games scene. But already Dreamcast has problems.

Like delays, and lots of them. Only *Virtua Fighter 3tb* and *Sonic Adventure* stand out as essential games for Dreamcast. They're great games, but not enough to distract most people from what PlayStation has on offer. And they're not necessarily the mass-market titles Sega needs to succeed. Heck, even Nintendo 64 is more exciting that Dreamcast in Japan at the moment, as *Zelda 64* has stormed the charts.

In Japan, the market moves swiftly or not at all. Sega's next major title – *Sega Rally 2* – doesn't hit until mid-January. After that, we're starting to see the kinds of difficulties Nintendo are still suffering with N64 – delayed games, which seem rushed when they finally hit. Case in point, even *Virtua Fighter 3tb* has faults with its presentation.

So, don't expect to see the next *Resident Evil* (*Biohazard: Code Veronica*) until the end of 1999 in Japan. That means the UK won't see it until March 2000, judging from past experience! Don't hold your breath for big-name titles such as *Virtual On*, and *Lost World* either. The games you'll be playing at launch are unlikely to be the cream of Japanese software. Thankfully the UK/US software developers could have some tasty games available for launch.

The phenomenal *Half-Life*, developed by Valve for PC, is hotly rumoured to be coming to Dreamcast. Bizarre Creations' *Metropolis* racing game is supposed to be the most amazing-looking car racer ever. Codemasters, publishers of *Colin McCrae Rally* and *TOCA 2*, are developing for Dreamcast. The message is that Dreamcast is a great platform to develop for, so it won't be short of support.

What Dreamcast most needs is something essential to all types of player. Right now we don't think it has this most important element. Of course YOU might think differently. Any comments about Dreamcast – how important it is to you – send them to us at this address:

Dreamcasting, CVG, 37-39 Millharbour, Isle-Of-Dogs, London E14 9TZ



↑ ***Half-Life*** **– lots of guns, and great graphics. Plus it has a great story. Exactly what Dreamcast needs for its UK launch!**



← ***Resident Evil*** **for Dreamcast (aka *Biohazard: Code Veronica*). Ultra-realistic violence and gore. But not until 2000!**

RED-BLOODED RUMOURS!

- *Super Mario 64 2* is being made for Nintendo's new machine. Nintendo had so many people working on *Zelda 64* that *SM64* took a back seat for a while.
- The next game in the *Myst* series will be real-time 3D, and is being developed for PlayStation 2 as well as PC.
- Nintendo have a new machine in development, get it! And it's going to be better than PlayStation 2. No prisoners this time!
- The President of Nintendo, Hiroshi Yamauchi, said he will retire in the year 2000, or as soon as N64 is a success in Japan.
- Capcom have a 3D *Street Fighter* game in development. Don't get this confused with the *EX* games produced by Arika – this will be the first from Capcom internal R&D.

READERS' MOST WANTED CHART

Sega's console again tops the chart, with a record number of votes. Read the Dreamcast feature in CVG to find out more about this history-making machine. And use the 'Most Wanted' form below to tell us what you want us to write about…

1.	DREAMCAST	SEGA
2.	METAL GEAR SOLID	PLAYSTATION
3.	FINAL FANTASY VIII	PLAYSTATION
4.	PLAYSTATION 2	SONY
5.	RESIDENT EVIL 3	PLAYSTATION
6.	ZELDA 64	NINTENDO 64
7.	SONIC ADVENTURES	DREAMCAST
8.	TUROK 2	NINTENDO 64
9.	TEKKEN 4	PLAYSTATION
10.	VIRTUA FIGHTER 3tb	DREAMCAST

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....
4 ....
5 ....

Contents

FREEPLAY HIGH SCORES



Now you can get more than just the respect of your friends for getting your high scores printed in CVG – the most skilful player of the month will also win the ASCII controller of their choice! Rasul Mustofa is the first High Scores winner, for his incredible *Tekken 3* score. There will be five winners next month, so get playing like crazy!

GRAN TURISMO (PLAYSTATION)

HIGH SPEED RING
Best Lap 40"998
Alex Kearney, Oldham
Best Race 1'29"128
Alex Kearney, Oldham

HIGH SPEED RING 2
Best Lap 42"613
Alex Kearney, Oldham
Best Race 1'31"339
Alex Kearney, Oldham

AUTUMN RING MINI
Best Lap 25"960
Alex Kearney, Oldham
Best Race 54"461
Alex Kearney, Oldham

AUTUMN RING MINI 2
Best Lap 25"541
Alex Kearney, Oldham
Best Race 55"412
Alex Kearney, Oldham

TRIAL MOUNTAIN
Best Lap 1'00"118
Alex Kearney, Oldham
Best Race 2'03"139
Alex Kearney, Oldham

TRIAL MOUNTAIN 2
Best Lap 1'05"524
Alex Kearney, Oldham
Best Race 1'59"283
Alex Kearney, Oldham

GRAND VALLEY EAST
Best Lap 44"968
Alex Kearney, Oldham
Best Race 1'39"133
Alex Kearney, Oldham

GRAND VALLEY EAST 2
Best Lap 46"843
Alex Kearney, Oldham
Best Race 1'35"124
Alex Kearney, Oldham

HOUSE OF THE DEAD (SATURN)

SATURN MODE
72,500
Joss Edwards (JAE), Devon

ARCADE MODE
77,700
Fat Ade (ADE)

BOSS MODE
Chariot 17"62
Fat Ade (ADE)
Hangedman 1'00"14
Chris J Haig (CJH), Taunton
Hermit 26"88
Chris J Haig (CJH), Taunton
Magician 47"96
Chris J Haig (CJH), Taunton
Fight All 2'46"82
Chris J Haig (CJH), Taunton

RESIDENT EVIL 2 (PLAYSTATION)

Leon (Scenario A) 1.21'27
Mark McEwan, Glasgow
Claire (Scenario B) 1.24'36
Mark McEwan, Glasgow

Claire (Scenario A) 1.26'19
Mark McEwan, Glasgow
Leon (Scenario B) 1.32'55
Mark McEwan, Glasgow

TEKKEN 3 (PLAYSTATION)



TIME ATTACK
1'03"15 (Yoshimitsu)
Rasul Mastofa (RAS), East London

SURVIVAL MODE
200 Wins (Heihachi)
Rasul Mastofa (RAS), East London



Quality photography from Rasul Mustofa's GB Camera.

TEKKEN FORCE
182670 (Eddy)
Michael Short (MIC), Penshaw

TOMB RAIDER 2 (PLAYSTATION)

ASSAULT COURSE TIME
1'04"4
Nury Gamboa

TIME CRISIS (PLAYSTATION)

Story mode 11'01"73
David Tabron (TAB), Bolton

TIME ATTACK
Stage 1 2'33"86
David Tabron (TAB), Bolton
Stage 2 3'23"20
David Tabron (TAB), Bolton
Stage 3 4'43"46
Richard Peet, Fenny Compton

PLAYSTATION MODE
1-2A-3A-4A 8'39"43
M M Chowdhury (MIZ), Sheffield
1-2A-3A-4B 8'26"00
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4B 8'23"16
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4C 8'47"10
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4B 7'32"40
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4C 8'03"86
M M Chowdhury (MIZ), Sheffield
1-2B-4C 5'47"33
M M Chowdhury (MIZ), Sheffield

WINTER HEAT (SATURN)

SPEED SKIING
11.484 seconds
Matthew Pilling (MAF), Merseyside

SKI JUMP
155.09 metres
Kyle Patterson (KRP), Bath

DOWNHILL
32.15 seconds
Kyle Patterson (KRP), Bath

SHORT TRACK SKATING
43.46 seconds
Kyle Patterson (KRP), Bath

SKELETON
49.33 seconds
Kyle Patterson (KRP), Bath

SLALOM
25.22 seconds
Chris and Kyle (KAC), Bath

AERIAL
1514 points
Luigi Coppola (BAT), Bexhill-on-Sea

BOBSLEIGH
41.46 seconds
Kyle Patterson (KRP), Bath

SPEED SKATING
33.35 seconds
Kyle Patterson (KRP), Bath

SNOWBOARD
45.66 seconds
Kyle Patterson (KRP), Bath

CROSS COUNTRY
4.42.26 seconds
Kyle Patterson (KRP), Bath

11 EVENT OVERALL
15339 points
Kyle Patterson (KRP), Bath

ARCADE OVERALL
11344 points
Kyle Patterson (KRP), Bath

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0
Best Time 51"08
Stuart Garner (PUG), Musselburgh
Best Tricks 3069
Luigi Coppola (BAT), Bexhill-on-Sea

EXTREME 1
Best Time 1'07"60
Stuart Garner (PUG), Musselburgh
Best Tricks 2363
Joe Jennings, Derby

EXTREME 2
Best Time 1'08"60
Stuart Garner (PUG), Musselburgh
Best Tricks 2589
Matthew Bushnell (ACE), Enfield

EXTREME 3
Best Time 1'17"80
Stuart Garner (PUG), Musselburgh
Best Tricks 3086
Matthew Bushnell (ACE), Enfield

ALPINE
Best Time 1'01"08
Jon Pendleton (JON)
Best Tricks 2442
Joe Jennings, Derby

SNOWBOARD PARK
Best Time 1'21"68
Stuart Garner (PUG), Musselburgh
Best Tricks 2971
Matthew Bushnell (ACE), Enfield

HALF PIPE
Best Time 26"04
Jon Pendleton (JON)
Best Tricks 2562
Matthew Bushnell (ACE), Enfield

RESIDENT EVIL (SATURN)

Battle Mode, Jill
998 points, A grade
Themis Bakas (ACE), Nunhead

SONIC R (SATURN)

RESORT ISLAND
Best Lap 15"32
Will Carey, Worcester
Best Race 55"40
Luigi Coppola (BAT), Bexhill-on-Sea
Tag Mode 19"56
Gavin Woodworth, Cumbria
Balloon Mode 33"22
Martin Dooley, Woodhall Spa

RADICAL CITY
Best Lap 23"52
Sam Draris, Dorset
Best Race 1'07"80
Gary Cormack (GAZ), Stonehaven
Tag Mode 19"84
Tom Dentith (TOX)
Balloon Mode 44"30
Elliott Hind, Streatham

REGAL RUIN
Best Lap 19"53
Kamal Bhatia, Leicester
Best Race 1'02"48
Chris J Haig (CJH), Taunton
Tag Mode 17"48
Sam Draris, Dorset

Balloon Mode 31"48
Steve Lyth, Whitby

REACTIVE FACTORY
Best Lap 25"20
Luigi Coppola (BAT), Bexhill-on-Sea
Best Race 1'20"93
Kamal Bhatia, Leicester
Tag Mode 23"08
Gavin Woodworth, Cumbria
Balloon Mode 29"27
Martin Dooley, Woodhall Spa

RADIANT EMERALD
Best Lap 38"36
Kamal Bhatia, Leicester
Best Race 2'14"02
Kamal Bhatia, Leicester
Tag Mode 29"28
Gavin Woodworth, Cumbria
Balloon Mode 33"60
James Larham, Cambridgeshire

1080(SNOWBOARDING (NINTENDO 64)

HALF PIPE
Best Score 67015B
Morgan (BAD), Luton

AIR MAKE
Best Score 17100
Shannon Matthews (???), Sydney, Australia

CRYSTAL LAKE
Best Time 1'03"98
G Lee Connors, Merthyr Tydfil
Best Score 44517
Jamil Elkorchi (JIM), Harrow

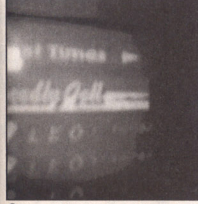
CRYSTAL PEAK
Best Time 1'30"84
Leo Smith (LEO), Thames Ditton
Best Score 52722
Jamil Elkorchi (JIM), Harrow

GOLDEN FOREST
Best Time 1'24"05
Leo Smith (LEO), Thames Ditton
Best Score 37955
Jamil Elkorchi (JIM), Harrow

MOUNTAIN VILLAGE
Best Time 1'35"33
Leo Smith (LEO), Thames Ditton
Best Score 13239
Shannon Matthews (???), Sydney, Australia

DRAGON CAVE
Best Time 1'34"47
Chris Whitcombe (AAA), Cardiff
Best Score 7350
Shannon Matthews (???), Sydney, Australia

DEADLY FALL
Best Time 1'10"42
Leo Smith (LEO), Thames Ditton


Leo Smith says he got a high score on the Deadly Fall. And we're taking his word for it.

Best Score 26446
Shannon Matthews (???), Sydney, Australia

CONTEST SCORE
143039
Jamil Elkorchi (JIM), Harrow

Proof that Jamil Elkorchi is ready to join the games elite.

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 11"50
Adam Charlton (AJC), Huntingdon
Best Race 36"61
Adam Charlton (AJC), Huntingdon

FOSSIL CANYON
Best Lap 20"12
Adam Charlton (AJC), Huntingdon
Best Race 1'03"01
Adam Charlton (AJC), Huntingdon

JUNGLE FALLS
Best Lap 12"93
Adam Charlton (AJC), Huntingdon
Best Race 42"26
Adam Charlton (AJC), Huntingdon

HOT TOP VOLCANO
Best Lap 24"56
Ryan Derham (RJD), Southampton
Best Race 1'16"25
Remy Kamermans (RMK), Holland

WHALE BAY
Best Lap 18"55
Robert Creamer (BOB), Stockport
Best Race 1'02"03
Ryan Derham (RJD), Southampton

PIRATE LAGOON
Best Lap 21'80
Robert Creamer (BOB), Stockport
Best Race 1'12"23
Robert Creamer (BOB), Stockport

CRESCENT ISLAND
Best Lap 20"26
Adam Charlton (AJC), Huntingdon
Best Race 1'07"64
Adam Charlton (AJC), Huntingdon

TREASURE CAVES
Best Lap 14"41
Adam Charlton (AJC), Huntingdon
Best Race 46"06
Adam Charlton (AJC), Huntingdon

EVERFROST PEAK
Best Lap 28"35
Ryan Derham (RJD), Southampton
Best Race 1'33"56
Ryan Derham (RJD), Southampton

WALRUS COVE
Best Lap 30"53
Adam Charlton (AJC), Huntingdon
Best Race 1'35"40
Adam Charlton (AJC), Huntingdon

SNOWBALL VALLEY
Best Lap 17"76
Ryan Derham (RJD), Southampton
Best Race 55"45
Ryan Derham (RJD), Southampton

FROSTY VILLAGE
Best Lap 21"00
Peter Veal, Bury St Edmunds
Best Race 1'06"76
Peter Veal, Bury St Edmunds

BOULDER CANYON
Best Lap 29"60
Robert Creamer (BOB), Stockport
Best Race 1'33"05
Robert Creamer (BOB), Stockport

GREENWOOD VILLAGE
Best Lap 26"03
Ryan Derham (RJD), Southampton
Best Race 1'22"01
Ryan Derham (RJD), Southampton

WINDMILL PLAINS
Best Lap 30"90
Adam Charlton (AJC), Huntingdon
Best Race 1'35"01
Adam Charlton (AJC), Huntingdon

HAUNTED WOODS
Best Lap 17"55
Ryan Derham (RJD), Southampton
Best Race 55"63
Ryan Derham (RJD), Southampton

SPACEDUST ALLEY
Best Lap 35"15
Ryan Derham (RJD), Southampton
Best Race 1'48"70
Ryan Derham (RJD), Southampton

DARKMOON CAVERNS
Best Lap 35"96
Adam Charlton (AJC), Huntingdon
Best Race 1'49"71
Adam Charlton (AJC), Huntingdon

STAR CITY
Best Lap 29"80
Ryan Derham (RJD), Southampton
Best Race 1'31"36
Ryan Derham (RJD), Southampton

SPACEPORT ALPHA
Best Lap 30"89
Joseph Dixon (JOE), Birmingham
Best Race 1'47"65
Ryan Derham (RJD), Southampton

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 25"95
David Hines (EYE), Doncaster
Best Race 1'21"48
David Hines (EYE), Doncaster

MOO MOO FARM
Best Lap 24"77
David Hines (EYE), Doncaster
Best Race 1'15"85
David Hines (EYE), Doncaster

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'22"86
David Hines (EYE), Doncaster

KALIMARI DESERT
Best Lap 33"74
David Hines (EYE), Doncaster
Best Race 1'47"59
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 29"87
David Hines (EYE), Doncaster
Best Race 1'35"04
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"47
David Hines (EYE), Doncaster
Best Race 23"97
David Hines (EYE), Doncaster

CHOCO MOUNTAIN
Best Lap 23"08
David Hines (EYE), Doncaster
Best Race 1'14"47
David Hines (EYE), Doncaster

MARIO RACEWAY
Best Lap 16"54
Paul Svensson (AAH), Sweden
Best Race 54"00
David Hines (EYE), Doncaster

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 19"93
Greg Ihnatenko (GRE), Stockport

SHERBERT LAND
Best Lap 33"10
David Hines (EYE), Doncaster
Best Race 1'40"67
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 32"59
David Hines (EYE), Doncaster
Best Race 1'44"41
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 37"78
David Hines (EYE), Doncaster
Best Race 1'55"55
David Hines (EYE), Doncaster

DK JUNGLE PARKWAY
Best Lap 4"35
The Ultimate (TUL), The Netherlands
Best Race 34"06
Greg Ihnatenko (GRE), Stockport

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 30"43
Greg Ihnatenko (GRE), Stockport

BANSHEE BOARDWALK
Best Lap 35"12
The Ultimate (TUL), The Netherlands
Best Race 1'47"12
David Hines (EYE), Doncaster

RAINBOW ROAD
Best Lap 1'15"62
David Hines (EYE), Doncaster
Best Race 3'50"10
David Hines (EYE), Doncaster

TOMB RAIDER III PLAYER'S GUIDE

Warning! If you wanna play *Tomb Raider 3* fair and square, please skip the following pages and stop reading this now. However, if playing fair and square is not what you're about, we've got just the thing for you.

From start to finish, *Tomb Raider 3* is a one hell of a ride! Previous adventures are like watching paint dry compared to the action, the dangers and the excruciating difficulty of this one.

The enemies, the monsters and mutants, the ravines and cliff sides are all major problems. And you're bound to get stuck somewhere along the way. So, hotshot, what do you do? If you wanna survive and come out intact at the other end, you need to read our guide. And remember, we've been there ... we know! One thing before we start – the following tips are here only to guide you, to help you out, it's down to you to press the buttons and complete the game.

HOME SWEET HOME

Lara's Mansion is almost as big as a level. There is a secret room and an assault course. *Tomb Raider 2* players will also notice that the labyrinth is now fitted with a gate and locked. Inside is a quad bike and a racetrack.

There are various ways to enter this area. The obvious one is to find the key, but you can also access it from the assault course with some cool jumps. To do this, get to the platform with the zip line but don't ride it. Then get in the top right corner and face the perimeter wall. From here, jump and press the action button. Keep doing this until Lara leaps up in the air and ends up high above the course on an invisible platform (yes, this is possible). From here, you can see a red platform – jump onto it. Face the top left corner, towards the lower edge of the roof, do a running jump and, with a bit of luck, you'll be on the roof. Now go to the other end of the roof and access the bike and racetrack without the key.

Alternatively, to get the key, just press **R2, L2x3, R2, L2x6, R2, L2x5, R2, L2x2** while in Lara's Mansion. To enter the secret room in the hallway, go to the swimming pool, hit the switch behind the diving board, go back to the hallway, and see how many artifacts from Lara's previous adventures in the secret room you recognise.



Flick this switch and run to the entrance hall, to see Lara's treasures.



How does Lara fly? It's not in the final game!



HIT THEM HIGH

Lara, in her usual fashion, has an array of weapons to play with, including some new ones too. Again, you'll start the game with only a set of pistols, but soon enough the Uzis, MP5 machine gun, grenade launcher and harpoon gun make a come-back. Only this time around, even hardcore gamers will be impressed with the new additions.

Desert Eagle is an awesome handgun that kills most creatures with a couple of shots – two are enough for humans and raptors alike. It's a bit more powerful than the shotgun, and you'll get more ammo for it too.

A proper little hand-held rocket launcher is the second new weapon – shoot the water with it and watch the ripples. This little bazooka destroys everything in sight.

If you want to know what weapons you should be looking for on each level, we've compiled a handy list below.

Luckily, if you happen to miss a gun on one level, chances are you can find another later in the game. Once you've collected a weapon, it won't appear again. The spots where it would have appeared, magically transform into more ammo pick-ups.



The Shotgun is an old favourite, but it now comes with flying shells!



The Grenade Launcher takes a bit of practice, because those grenades will bounce everywhere.



The Desert Eagle – so powerful that Lara has to use both hands. The best weapon in the game!

ALL LEVELS WEAPONS ROUND UP

INDIA
Jungle – Shotgun
Temple ruins – Shotgun
River Ganges – Shotgun
Caves of Kaliya – None



PACIFIC
Coastal Village – Harpoon Gun
Crash Site – MP5
Madubu Gorge – None
Temple of Puna – Desert Eagle

NEVADA
Desert – Uzis
Compound – Desert Eagle
Area 51 – Shotgun, MP5 and Grenade Launcher



I WANT IT ALL AND I WANT IT NOW!

Impatient creatures – and we're sure there are many among you – can get all the weapons they want at the beginning of the game (excluding Lara's Mansion). While playing, press: **L2, R2x2, L2x4, R2, L2, R2x2, L2, R2x2, L2x2, R2, L2x2, R2**. With this cheat, you'll also acquire about 50 save game crystals, several small and large medical packs and lots of flares. These are very useful too since a great part of the game takes place in spooky dark rooms.

ARE WE THERE YET?

We don't want to print a complete solution to all the levels in the game at this early stage. This might spoil all the fun for you – we may be tempted to divulge more about the levels in a few months' time.

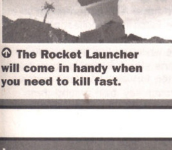
But in this issue, the only help we're going to give you is on a couple of tricky little bits at the start of the adventure in India.

This is where you might find the going a little confusing or simply impossible. Fear not, we've been there too, and have emerged to see the other side. Here, we tell you what happened.

The MP5 machine gun is a powerful weapon. Watch those shells come shooting out. Cool!

The Harpoon returns. But it's more effective now Lara has extra control of it under water.

The Rocket Launcher will come in handy when you need to kill fast.



LONDON

Thames Wharf – Shotgun
Aldwych – Shotgun, Uzis, MP5 and Rocket Launcher
Lud's Gate – Shotgun, Harpoon Gun, Rocket Launcher
City – None

ANTARCTICA

Antarctica – None
Mines – None
Lost City – Desert Eagle, Rocket Launcher
Cavern – None.

QUICK LEVEL GUIDES – INDIA

TEMPLE RUINS

The second level in the game is pretty tough, so here are some pointers that should help you complete it without a scratch:

Once you get to the second room with a shore on this level, you'll realise that Lara will have to get across to the platform at the other end. There is a small platform in the middle of the water that you can jump to. Head there and pick up the medical pack, but don't jump across to the other shore.

Instead, head back and go to the top right side of the shore. Face the brown platform on the opposite shore and do a running jump into the water. This way, you'll survive the piranha attack that's coming. Push the switch, which opens the gate just by this platform.

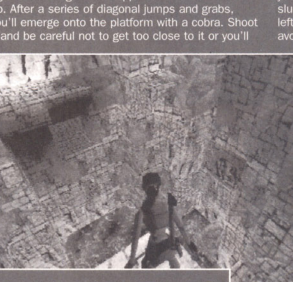
Then walk into the water. Don't worry about the piranhas – they won't be able to reach you if you're walking through the water. When you walk as far as you can, quickly dive into the water, and the gate should be just to your right.

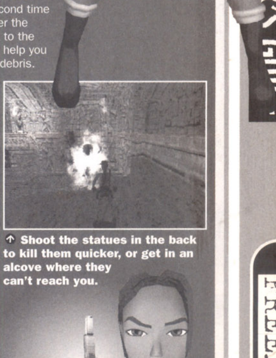
When you pass the room where four flames are being fired at intervals, you'll get into another room with water and high platforms. Be careful when you swim through, as there are poison darts firing through the middle.

Grab the medical pack from the platform to your right and then go to the opposite side and climb up. After a series of diagonal jumps and grabs, you'll emerge onto the platform with a cobra. Shoot it and be careful not to get too close to it or you'll get poisoned. Now, the next bit is difficult. Jump onto the smaller platform in front, and from there onto the narrow corridor, then immediately run to the right to avoid the boulder. Don't go too far though – there are poison darts just in front. Either jump over them or crawl underneath.

Again, stop immediately after you've gone past them, because now you have to get past the slicer, and do a running jump and grab to the platform opposite with the save crystal. In the next room be sure to examine the strange walls, they look movable, lots of them!

There are two parts in this level where Lara has to make her way through some ugly thick sludge. The best advice we can give you is to keep moving. If you stop, Lara will sink. The second time you encounter the sludge, stick to the left. This will help you avoid falling debris.





Shoot the statues in the back to kill them quicker, or get in an alcove where they can't reach you.

Watch out for that snake and the boulder on these jumps.



You need to get Lara to the switch in the far corner, which she's facing. Jump into the water at the nearest point.

ARE WE THERE YET? CONTINUED...

THE RIVER GANGES

Once you've discovered the save crystal in the caves and find yourself in front of the long stone bridge, you'll probably get stuck. Where to now?

Well, you stay on your bike and slowly make your descent onto the bridge. Take it carefully, because that bike likes to bounce around. You may want to check out the secret over on your right.

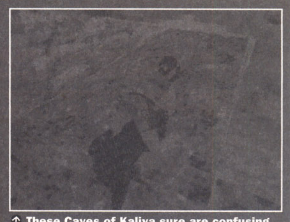
Accelerate now and you'll be able to cross the large gap to the other side. Don't attempt this jump without the bike or Lara will be brunch for piranhas. Once across, follow the path until you reach a narrow stone path. Follow it slowly around the corners and you'll have to speed up a little across a missing section and then speed up again to cross the big gap to the other side with the save crystal.

CAVES OF KALIYA

This labyrinth can be very confusing, so here's an easy way through. When you enter the level, go left and keep turning left until you can only go right. Drop onto the platform below, pick up the flares and climb up the opposite way. Crawl through the gap on the right and then turn left.

Go straight and under another gap, then turn left and drop down (we said it was confusing). Now turn right after the next junction and crawl again, turning left at the following junction. Head straight through the gap on the right and then right again, now follow the labyrinth around and drop down ahead.

Follow this corridor until you get to the save crystal. You're out of the labyrinth, but best save here and get the guns ready – lots of snakes ahead.



↑ These Caves of Kaliya sure are confusing. But you don't have to take it lying down.

DO NOT READ THIS BIT!

Each level has at least three secrets - the first has six! We know that some of you, however hard you look, will not find them all, so here's a cheat that will give you all secrets AND all keys to every single door and gate in the game!

While playing press **L2x5, R2, L2x3, R2, L2, R2, L2x2, R2, L2x2, R2, L2x2**. The only way you're going to get to visit the secret London level is if you find every secret in the game, so this cheat could come in quite handy.

GET THE RACETRACK KEY THE PROPER WAY

It sounds crazy but you first need to lock the butler in the freezer. Next go to the bedroom and get the flares in the room next to her bed. Enter the attic and light a flare.

Find the green or blue crate and push it forward twice. Now go to the library. On the bookshelf on the right side of the wall is a book that you have to push. Once you push it, the fire in the fireplace will go out. Go into the fireplace, turn left, and climb up into a secret passage, then follow the passage to a new room. In the room, climb up onto the ledge and push the crate from the attic to the left.

At the other end of the ledge, light a flare and pull the lever on the wall. While the door opening scene is shown, turn around and run to the door under the stairs. Find another green box and pull it back once and to the right once. Jump up into the secret passage and into the water. Swim to the other side of the tank, but stay near the glass and you'll find the key in the water.

Through the music room and into the library. This is where you'll find a secret book to press. It's actually where Lara's head is in the picture above – very sneakily hidden!

Almost there! You need to push the crate so you can climb up into this passage, follow it around, drop into the water. Why's Lara got an aquarium down here anyway?

NEXT PLEASE

This tip is really only for the really desperate ones among you. If you're really stuck you can skip a level. Here's how you do it: while playing, press **L2, R2, L2x2, R2, L2, R2, L2, R2, L2x4, R2, L2, R2x4, L2**. Lara will say No! and then you'll see the loading screen and you can play the next level.

AND YET MORE!

MORE HEALTH PLEASE

To replenish your health bar without using the medi kits, press R2x2, L2, R2, L2x6, R2, L2x5. If done correctly, Lara will say "Ahhh".

PC CHEATS

No, we haven't forgotten about you. Do the following to collect all weapons and items: draw the pistols while holding the walk key, take one step backwards, then take one step forward, hold and release the crouch key, turn around three full times, and do a backward jump.

LEVEL SKIPPER

To skip levels, draw guns (again make sure it's the pistols), holding the walk key, take one step backward, then take one step forward, press and release the crouch key, turn around three full times, and do a forward jump.





Wouldn't it be good if all the characters from *Tekken* had a fight with *Virtua Fighter* characters? What if Mario and Sonic starred in a mismatched buddy cop game? How about if you had a bazooka from the start of *Resident Evil 3*?

If these are your gaming ideas – take them elsewhere! Melting Pot is a place of refuge for original games ideas. OK, so we have games based on TV shows, and ones that are kind-of like something else, but in our eyes they're original enough. If you want to join in the fun, send us your idea (but keep it under 250 words). If you're feeling really creative, why not add a screenshot too?

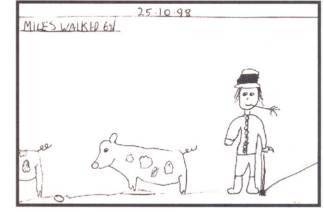
THEME FARM

©Peter Sawyer, Newent, 1999

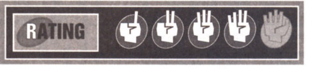
The object of this game is to get a high score by taking your pigs for a walk, selling the milk from your cows, getting your dog to round up your sheep and other things. You are a farmer.

After you've played the game a table will appear and type your name and your score in using the up and down buttons. At the beginning you can choose the names of your animals.

For rounding up the sheep you get six points, for everything else you get four.



CVG: Short and sweet just like little Peter Sawyer. This game would be perfect for everyone stuck in the city, and for those who want to be farmers.



NEIGHBOURS FIGHTERS

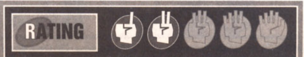
©Chakmalet V and Convexor Rowan, Isle of Man, 1999

This fighting game is like no other. You take control of various characters from the soap *Neighbours*. Fighting arenas include the coffee shop, Lassiters, Phil Martin's house and Erinsborough High School. Each character has their own special moves and catchphrase including Harold who stutters "Ah" and occasionally spurts out "Fuddy Duddy". Lou can often be heard calling Harold "Jelly Belly". Karl Kennedy says "family meeting needed". Toadfish can turn into either a toad or a fish to attack the opponent. Other characters include Madge, Dolly (the sheep), Lance and Phillip.

If you complete the game you access classic mode where you can play as Charlene, Des (who has big ears) and Marlene.



CVG: Where's Helen Daniels, Bouncer, Joe Mangel, Melanie with the laugh, Clive the doctor, Mrs Mangel, Henry, Bronwyn, Daphne, Jim, Beverly, Paul Robinson, the Alessi twins, their brother Rick, Annalise, lovely Beth, Mike (him from LA Confidential) and Plain Jane Super Brain? We refuse to play the game until they're included!



TOP GEAR – THE GAME

©James Reynolds, 1999

In this game you can build your own car, and then give it a cool name, and ask a company to review it. If it's good you can sell it to Mercedes or Ford. As you make more money, you can add more features when designing your hi-tec car. You can also review any car, for instance marks out of 10 for handling, steering, etc... and also test drive the actual car like in *Colin McRae Rally*. You can also test drive your own car and then see how you can improve it. The cars that you will be able to test drive depend on how good you are at building a car and other features. If you're bad at building a car, then you get a bad car to test drive. The range of cars to test drive ranges from the Ford Escort to the Chrysler Voyager to the Mercedes S-Class. You can also make your very own tracks to test drive the car on, and even test drive them on rally tracks. If the car is an amazing creation then there would be a pretend TV clip of Jeremy Clarkson doing his famous speeches. After completion, you have the chance to make a motorbike, following the same process. Steve Berry would also do his famous talk and have a TV clip about your bike.

CVG: If this game was a woman she'd be wearing a red dress and listening to Chris De Burgh. It packs more ideas than most games, and has plenty of wallop where it... (pause, gruff voice) counts.

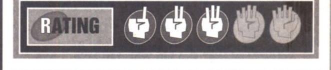


V-REALITY

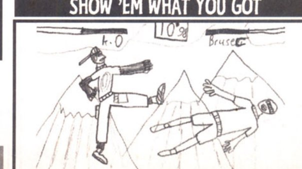
©Richard Helm, Kirkham, Nr Preston, 1999

At the beginning of the game there will be a little quiz of 25 questions, how well you do determines what you get to experience. If you get a really good mark you could be a Formula 1 driver, but if you get a low mark you could be a dustman. You can also get a driving licence to drive a car, deal drugs, have fights, travel all over the world. You have to earn money to buy food and pay taxes. You can even go to arcades and play games. You get money for winning the pools, lottery etc. You can become so rich that you get driven around in a limo. Oh yeah, and women – I'll not go into that one as you can do all sorts. If you get arrested or die it's game over and you have to start again, you can also get things like the flu and go to the doctors. At the beginning you can make your own character, who is naked at the start, as you have to buy some clothes or choose some from the dump. You also get to design your own family and friends. In your car you get to speed and get cop chases. You could also be a football player or watch a game from the crowd or also run on the pitch naked.

CVG: Whoah Richard, slow down, there's so much to do and so little time. Until Star Trek's holodeck becomes real, we'll just dream of playing V-Reality. Remember folks: in the real world you only have one life to live, so live it well.

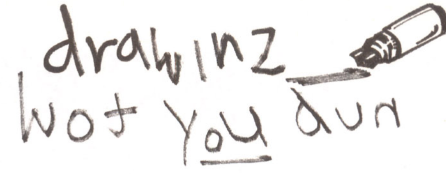


SHOW 'EM WHAT YOU GOT



A mysterious developer (they didn't include their name) has sent us this tantalising screenshot.

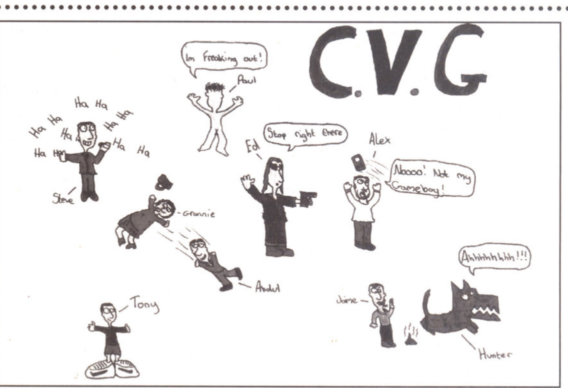
MEOW



We're white this month. It means your turds don't fester with that lovely yellow twang any more. Now they look fresh, crisp and most of all, smelly. Turds for all!

KEY	
Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

South Park pics are now banned from this page because they're a) out of date, and b) rubbish. All they do is give me an excuse to dish out the turds. So unless you want to be banished into turd hell, then I suggest you do some proper, decent drawinz. Thank you. Woof.

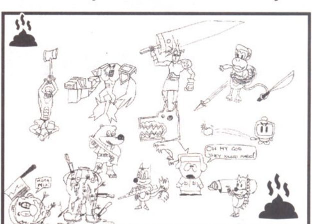


Check out Tony and his amazing super burrowing feet as drawn by Chris Baker.

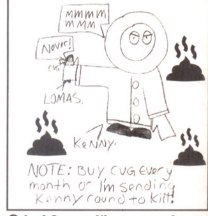
Daniel Fortesque from *Medievil*. As drawn by Adam. I couldn't resist the turd gag.



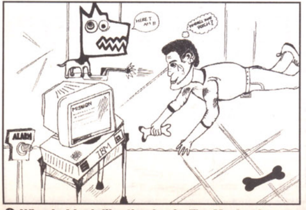
Spice Zombies? Get Ian Wharton help... now.



Just when I thought we'd get a nice *South Park*-free picture, in slips Kyle. Cheers Ian Boardman.



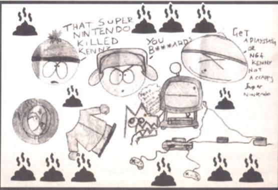
Lori Carver. Nice name, shame about the pic. Oh well...



Why do I look like the dog in *The Mask*, when he's wearing the mask? Cheers James Stapleton.

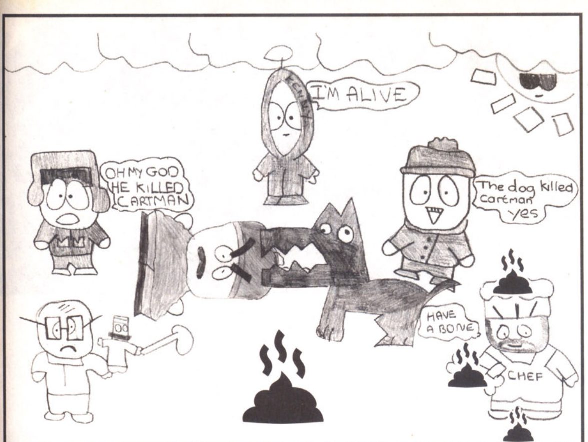


It's a nice pic from Tommi Kovala, but the hair could do with a trim.

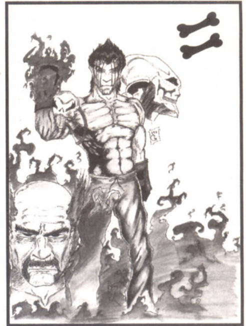


One turd for an unoriginal drawing. One for *South Park*. And more for being called Stuart.





Chris Royle, I decide who gets the bones, OK? You know what you get for that... TURDS!

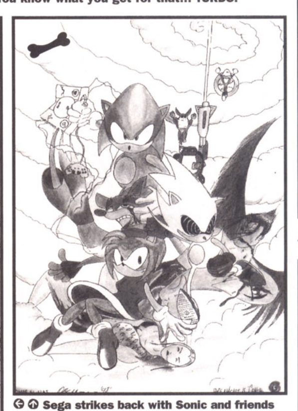


A cool pic from Abbas Gustasab.



You should have used better quality tracing paper, Grace. I... smell... turds!

drawinz
Wot You dun



Sega strikes back with Sonic and friends from Omar El-Haj. Both worthy of bones. An example to all *South Park* drawers reading.



Lara looks strangely like Ed in this pic. Nice one, Dan Harris.

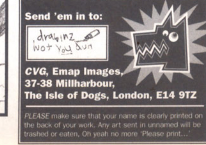


Not good, Mahyar Sadri-Seyf!



It could well be the artwork for *Ultimate Fighting Championship*! Shame about the 'knuff' and 'krew' bits though, Lufta S.

Send 'em in to:



CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'



PLAYER'S GUIDE

To show our appreciation of the greatest N64 game, we've made a guide with a difference. There are no screenshots and there are no big tips on how to kill the final boss. Because *Zelda* is a game that must be discovered by you as much as possible. If you get stuck, use our guide as a last resort and you'll get the most out of this awesome game. However, we do recommend you read the general info, as you'll be amazed by the depth of this game.

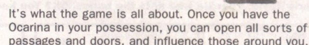
ESSENTIAL ZELDA ELEMENTS

If you've played any of the previous *Zelda* games, you'll know that some puzzles can take hours to solve, even when the solution is staring you in the face. Here's a quick remedy to some common problems that crop up in this and other *Zelda* adventures.

- If you find yourself stuck in a room and can't get out, try one of the following tactics to open doors: light all unlit torches or kill all the enemies. Or, switch to first-person view and have a look at the ceiling, as there may well be a switch out of your normal view.
- Silver rupees are also "keys". Collecting all of them in one room can unlock a door.
- If you have an empty bottle, catch the fairies in it. When you die with one of these in your possession, you'll be revived without having to do the entire stage again.
- You don't have to touch an item to collect it. You can use the boomerang or hookshot to bring Heart Pieces or rupees back to you.
- Look out for different sections of wall, as most of the time these can be bombed. Whack your sword on walls, and if the echo noise is different you can place a bomb there.
- Gold Skulltalas play a key role in the game. Visit the House of Skulltala in Kakariko and you'll see that villagers have been cursed. After every 10 Gold Skulltalas you kill, return to this house and one person will have been cured and they give you a special item.
- The Great Fairy is vital to your quest. There are a few hidden in Hyrule – the first is at the top of Death Mountain. Play Zelda's Lullaby to awaken them, and they give you some cool new powers.

THE OCARINA





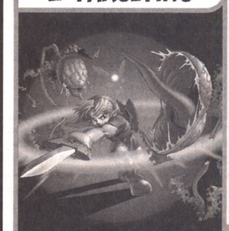
It's what the game is all about. Once you have the Ocarina in your possession, you can open all sorts of passages and doors, and influence those around you.

The key is to approach someone or something you think you can use the Ocarina on, and start to play. If it is a section where the Ocarina is needed, the musical bars will appear. However, this is not always the case.

Navi will often fly towards switches you may not instantly think can be affected by the Ocarina, so pay attention to her too. Also, play Zelda's Lullaby to the stones that tell you the time when you whack them, and you'll get a fairy from them.

The first six Ocarina tunes you learn are ones that affect the environment. The next six are warp tunes, that take you to various locations around Hyrule.

Z-TARGETING



Here are the basics of Z-Targeting. Once you come across a person to fight or talk to, Navi will fly over them. A small arrow also appears over the subject.

If the arrow is yellow, it means it's an enemy; a blue one represents friends. Pressing Z now will cause a target to appear over that person or creature. You'll stay locked on until you are too far away, or cancel the target. Everything you fire, throw or use against the enemy will automatically head towards them.

If you have more than one target on screen, you can switch between them by pressing Z. Pressing back and Z cancels the target. Once you have targeted something, Navi's icon button flashes up, and pressing that reveals info she has on a creature, including its weak spot – useful against bosses. The targeting also locks in on the enemies' weak spots every time.

TIME TRAVEL

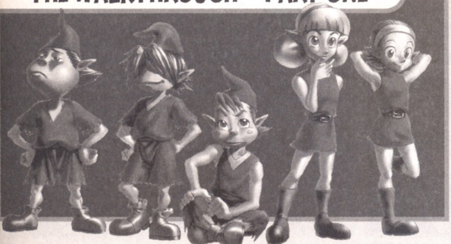


Time Travel is another vital aspect of your quest. Once you gain the three Spiritual Stones and the Ocarina of Time, you can warp between two time zones. Warping is simple – just place the sword back in its pedestal, but knowing when to do it is the key.

Certain items Link owns will only work when you are either young or adult. Stuff like the Slingshot and Deku Sticks are only for the boy, so you lose the ability to use these weapons when you warp. Certain dungeons can only be accessed as a boy too, so you find yourself warping back and forth quite frequently.

To save you some time, try and make sure you learn the Prelude of Light. This Ocarina tune warps you back to the temple wherever you are, and you can learn it after the first dungeon as an adult. Once you've finished it, head back to the Temple of Time and Sheik will teach it to you.

THE WALKTHROUGH – PART ONE

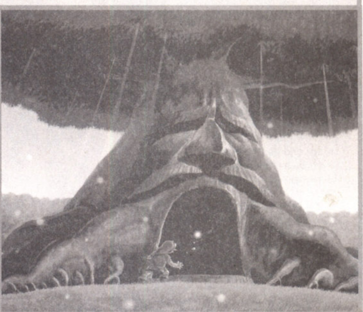


1) Kokiri Forest

Your first task here is to find the shield and sword so you can visit the Great Deku Tree. Crawl through the small crevice at the far south of the map and avoid the boulder to get to the sword.

The shield must be bought from the shop and costs 40 rupees, so keep hacking away at the plants to find yourself the cash. The training level will help you to use both of these two weapons and get used to the controls.

Have a wander and practice so that you can get used to everything. Then go and see Mido who is blocking the exit at the far right. He will let you through to the Great Deku Tree and the first dungeon.



2) Great Deku Tree

Go up the first ladder to get to the map in the chest. Ignore the vines for the moment and continue around through the door and go through to next area. Use the shield to block the shots back onto the enemy and go through the next door to reach the slingshot. Shoot the ladder with the slingshot to bring it down. Climb up to the top level and jump off the highest ledge to break the web at the bottom of the level.

Once down to the bottom level, use the Deku Stick to light the cobwebs blocking the door. You need to work your way around the level until you can push the block into the water and get to the burning torch. Then you need to jump back across with a stick on fire and burn the cobwebs in the floor to drop down towards the boss. Deflect the shots of the three enemies to kill them, but you need to do it the following order – 2, 3, 1.

To defeat Queen Gohma instantly use the targeting module to home in on the eye. As soon as it goes red, fire a shot from the slingshot and run in and attack it with your sword. You can still shoot the eye even when it is on the ceiling. Repeat until she's dead.

Once you leave the tree, it'll explain the story to you and you're given Kokiri's Emerald for your troubles.

3) To Hyrule Castle

As you attempt to leave the forest, Saria gives you her Ocarina as a parting gift and you head onto the field. Listen to the Owl and head for the castle.

Once in Hyrule Market, speak to the young girl called Malon, who will be standing on her own. Then go towards the castle, where Malon is waiting by a vine. She tells you that her Dad owns Lon Lon ranch. He's asleep in the castle and she gives you an egg to wake him up.

Climb the vine and jump down on the other side of the gate. Run around the corner, and you'll see two guards. Don't get too close, but instead, run diagonally up the slope, so you dodge all the guards. Climb another vine jump into the moat and swim around to Talon. If the Chicken hasn't already hatched (it takes one day and night) wait until it does, and use it to wake him up.

He runs off leaving you the chance to get into the castle. Push the two blocks down into the water and use the combined height of both to jump across the gap and crawl through into the courtyard.

Watch the guards' movement patterns and simply dodge them to get through to Zelda. After she befriends you and tells of her plan, she'll give you a letter. Her attendant, Impa, will take you safely out of the castle.

4) Lon Lon Ranch

The ranch is the centre of the field. Head there and enter the door to find Talon with his Cuccos. He challenges you to find the Super Cuccos – accept and find them (there's one in each corner of the room). He'll give you your first bottle, and some Lon Lon Milk.

Head out and find Malon in the field with the horses. Talk to her three times, then get out your Ocarina. She teaches you Epona's Song. Now head back to Kokiri Forest and the Lost Woods.

Incidentally, whenever you see a cow, play this Ocarina tune to it and it will refill a bottle with milk.

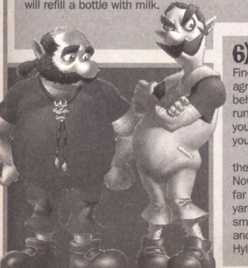
5) Lost Woods

As you enter the woods, follow the tune. Every time you go through the correct doorway, the tune plays.

You then need to kill Wolfos. Wait until he attacks with a double swipe. Back away as he does, then move close and hit him with your sword.

Repeat until he is dead. Keep running through the maze until you reach a set of stairs and go through there to reach Saria and she'll teach you her song. Now head back to Kakariko village.





6) Kakariko Village

Find the woman who has lost her chickens, and agree to find them all for her. To get to the one behind the fence, you need to pick up one chicken, run to the entrance to the windmill and hold Z so you face the ledge you can't reach. Now run and, as you jump, you float down with the chicken and over.

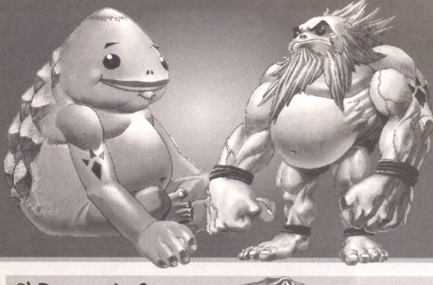
Throw the chicken back over the fence. Then find the others and return them all to get another bottle. Now go into the village and head for the exit in the far right of the map. This leads you into the graveyard. Once there, look for the gravestones with a small row of flowers in front of them. Pull these, and passages appear. In one passage, you'll find a Hylian Shield, so you don't have to go and buy one!

Now go to the back, stand on the Triforce icon and play Zelda's Lullaby. This opens the passage to the Royal Family's Tomb. Kill all the bats using the slingshot and your targeting option to open the door. Run past all the undead for now and into the tomb at the back. Read the wall to learn Sun's Song, and play that next to any of the zombies to make them freeze up so you can kill them.

Sun's Song also changes the time. Whenever you play it in Hyrule Field or places where time runs normally, it'll turn night into day or vice versa.

Now leave the graveyard and go straight up to the guard protecting the entrance to the Mountain path at the top of the map, and show him Zelda's letter. Go through, and all the way up to Goron City.





7) Goron City

Head to the bottom of the city from the start, where the Giant Pot is, and stand by the door with the unlit torch next to it. Play Zelda's Lullaby to open the door. Now go in and talk to Big Brother Darunia, who'll moan about shortage of food.

Play him Saria's Song and he starts to have a boogie and is happy again. He gives you Goron's Bracelet, which will let you pick up the bomb flowers. Light a Deku stick and run back out into the giant jug bit and light the four torch pods to start it spinning again. Doors that have bomb flowers growing next to them can be blown apart, so use them to gain access to other, hidden bits of this cave.

Now exit and take a right from the entrance to the city and you should find a Goron sitting by a bomb flower. Talk to him and then pick up the bomb and throw it off the edge of the cliff to open up the entrance to Dodongo's Cavern.

8) Dodongo's Cavern

When you pick up a bomb flower, don't press any direction – simply use the A button to drop it where you're standing. Use this tactic to save time trying to throw them at doors. Jump into the centre and go left. Blow up the wall to get to a chest with the map.

Go right through the other door you need to bomb, and continue. Hit the green lizards and they'll explode, so use them to blow up doors. Push the statue onto the switch to keep the door open and go on. Light four torches to open a door in the next room.

Don't worry about killing the big green lizards, but if you do, hit them in the tail and move as they try and spin and hit you with their rears. Keep doing that and they'll die. Hit the switch in the window to enter the door directly across from the main room, which should be opposite you. Go through and you should see loads of bomb flowers. There is a gap in the sequence, so you need to drop one in there to set off all the rest.

Work your way through until you come to the drawbridge overlooking the hall in which you started. Run across it and through to a section of narrow passages. Wander around until you come to the grey block. Climb it and turn around to see a bomb flower on a ledge behind you. Throw that at the door and continue. Shoot the eye above the door to put out the fire and continue through into the boss bit.

Two lizards will jump over you every time you hit them, so keep switching your position. Shoot one more eye above the door and another to the left of you to go through and find a chest containing the bomb bag.

Head back up to the bridge with two gaps in it and drop a bomb down each one, so that it lands in the eyes of the statue. This will cause the mouth to open up and you can go through. Once inside, you need to kill the fire bats quickly as they are a pain in the ass and then take the path opposite the entrance to the boss. Work your way around before pushing a block back into the room with the hole in the centre. Drag the block down it to open the door to the boss. Blow up the floor and fall down to reveal King Dodongo. Killing him is quite easy.

Pick up one of the bomb flowers and run right up to him. When he opens his mouth, throw it in and get ready to whack his head once with your sword. Then run to the wall so that he misses you as he spins, then repeat the process until he's dead!

9) Great Fairy

Leave Dodongo's Cavern and head back up the Mountain Path, and usually where you would continue up to Goron City, climb up a slightly steeper slope and you should see a couple of boulders blocking your path.

Bomb both of those and head on up the slope, dodging all of the flaming rocks falling from above your head (the Hylian Shield also deflects them).

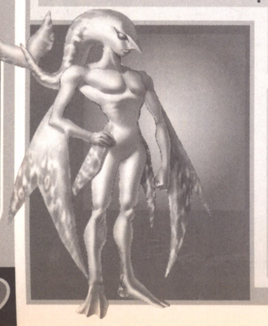
When you reach the top, there are two doors. Bomb the door first and go in and see the Great Fairy and she'll give you some magic powers for your sword. Now leave and head to back to the field.

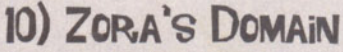


11) Lake Hylia

Swim around Lake Hylia and dive around the spot where you came out. Zora is there and so are some rupees and a bottle with a letter inside. The letter is from the King's missing daughter. Now head back to the King and target him using Z and then read the letter in the bottle.

This will give it to the King and he'll let you pass through to the fountain. Before you go though, get a fish to offer Jabu-Jabu and now you have an empty bottle you can go and catch one yourself. Do that and head through to the fountain.





10) Zora's Domain

Now you need to go towards Zora's Domain. You'll meet the owl, who tells you that you cannot enter until you play Zelda's Lullaby.

Blow up the rocks and then talk to the guy who sells you some magic beans. Run through the initial level until you come across a fallen log. Stand on it and play Zelda's Lullaby for the frogs and they give you some cash for every tune that you play.

Go to the far right of the map and when you find a stone square in front of the waterfall, play Zelda's Lullaby again. This takes you out into Zora's Domain. Speak to the King and light a Deku Stick on the flame. Run out and light all the other torches, including the two behind the waterfall. This gives you a piece of heart.

Now go back to the king and jump into the water in front of him. Take the exit to the left and play the diving game. If you collect five rupees, you'll be given the Scale which lets you dive deeper. Use the scale to dive under and through into the warp in the centre of the lake inside and this will bring you out into Lake Hylia.

12) Zora's Fountain

Use the fish in front of Jabu Jabu and you'll be sucked inside. Target his Adam's apple, which is just above the tunnel in front of you and shoot it with the slingshot.

The idea of this level is to find Princess Ruto and help her to locate her lost Stone. Take her with you and stand her on switches that need two of you on at once, or others to keep them permanently activated. You get the boomerang by taking out all the bubbles in a room in 60 seconds (a time limit will appear on the screen).

Use this to kill all the tentacles and give you access to all the chests. To get to the final room, take Ruto to the room with the swirling hole things. Go to the one at the back of the room and fall down, so you land on a ledge you couldn't reach previously. Go through the door and you'll see a room with the Spiritual Stone in it. Throw her so she can pick it up. Then you lose her and have to fight a mini boss.

Throw the boomerang at the back of the boss to stun him. Then he changes direction and you have to do it again. It takes about five to six hits. Once through, and a couple of rooms later, you'll end up on a ledge that will lower to reveal a switch. Walk around and drop a crate onto this switch to keep the door open and you can go into the Guardian.

To beat the Electric boss, use the targeting to home in on its weak spot, and fire the boomerang so that all the tentacles on top are hit. Now hit the belly so the electric stops, and whack each of the Jellyfish until they die. Now it's just a case of getting in close and hacking like mad. Ruto then gives you the final Spiritual Stone, so it's time to head back and see Zelda.



13) Hyrule Field

Head towards the Castle and you'll be presented with a new cut scene. This is the end of your boyhood! Prepare for the ultimate in Zelda action now!

Once you regain control, check out the moat by the castle – Zelda threw something in there. Get it and you'll have the Ocarina of Time. The next cut scene teaches you the Song of Time. Now go to the market in the castle, and then into the Temple of Time. Play the Song of Time in front of the altar and it will open up. Go inside and pick out the sword from the stone. Ganondorf enters and it all goes blank.

15) Lon Lon Ranch

Making sure it's daytime, go to the field and speak to Indo, who asks if you want to ride a horse. Say yes, then move on into the riding bit. Instead of mounting the steed right next to you, run into the centre and play Epona's Song and you'll be able to ride her (now Epona's fully grown up). Then speak to the man while on the horse and he'll challenge you to a race. Accept and beat him twice and you get to keep Epona. Cool! Now head back to Kakariko.

14) Wake Up!



Rauru, one of the ancient sages, wakes you up and explains what happened.

Now that you're a big lad, the real reason you're playing is revealed. Rauru gives you the Light Medallion and you're whisked back to the Temple of Time. Sheik, a survivor from the Sheikahs, meets you in the Temple and gives you more info on your quest. Listen to him and head back to the Ranch.



16) Kakariko Village

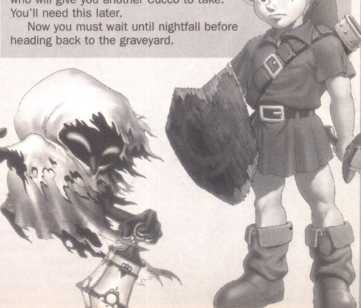
Head for the windmill and get your Ocarina out in front of the old guy, who'll teach you another tune, the Song of Storms. Now go into the House of Skulltala and talk to the kids.

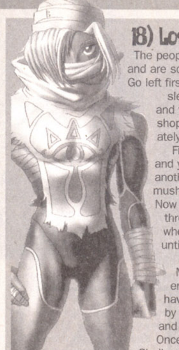
Depending on how many Gold Skulltalas you've killed, the kids should give you an Adult's Wallet that lets you carry up to 200 rupees. Also, speak to the woman who has all the Cuccos – she lends you a new one.

Head into the house where Talon is sleeping and wake him up again with it. Now return the Cucco to the Lady, who will give you another Cucco to take. You'll need this later.

Now you must wait until nightfall before heading back to the graveyard.







18) Lost Woods:

The people in Kokiri Village are all in their houses and are scared, so go straight to into the Woods. Go left first, and use the new Cucco on the sleeping guy. He gives you a mushroom, and tells you to take it back to the potion shop in Kakariko. You have to do this immediately, otherwise the mushroom goes off.

Find the normal potion shop in Kakariko, and you can go through the left and out to another potion boutique. Give the woman the mushroom and she gives you some medicine. Now go back to the Woods. Head back through to the Sacred Forest Meadow, but when you find Mido he won't let you pass until you play Saria's Song on the Ocarina.

Once you've got back into the Sacred Meadow, you'll be back in the maze you encountered before. Only this time, you'll have to take it really slow. Dodge the guards by waiting until they have their back turned, and legging it into the crevices for a safety.

Once through to the Forest Temple, you'll see Sheik again. He teaches you a tune on the Ocarina that lets you warp back to the temple at any time. Use the hookshot to pull you up onto the ledge and so into the temple.

17) Graveyard

Locate Dampe's grave and pull the tombstone away and fall down. Once inside, you are challenged to a race. Do your best to keep up and you're rewarded with the hookshot.

Play the Song of Time in front of the stone block as you try to get out and you'll end up at the windmill, where you can now get that piece of heart.

Use the hookshot to get to the guy sitting on the roof, and he gives you another piece of heart. Talking to all of the people in Kakariko Village leads to only one conclusion – heading for the Lost Woods.

19) Forest Temple

Before you actually go into the temple, climb up the vines outside (where Wolfos is) and look for the chest on the tree trunk.

Get the key from this and go inside. Four ghosts run off with the flames from the four torches as you enter the main room. Your first task is to find the big blue block barring a doorway and play the Song of Time in front of it. Go through and into the room. You find yourself out in a courtyard.

Find the vines with the Skull things on them and kill two using the hookshot. If you time it right, you'll be able to dodge the third as you climb the vines and go into the door. Use the shield to block the skull's flames and then kill him to get the map.

Once on the balcony, use the hookshot on the target above the ledge opposite and swing over to the ledge and a switch. Down the newly drained well is a chest with a small key. Now go back to the main room and open the door to the left of the main entrance using the small key. Go up as far as you can and find the arrows on the floor. Push the grey crate into the gap, then climb up and do the same to the brown one. This leads to a new area.

Once you reach the Skeleton Bosses, this is the best way to defeat them. Lock on and move in close. Just as they pull back on their sword, go in with a quick jab. Each skeleton takes five hits and there are five of them to kill.

Once you have the bow and arrow, shoot the eye plates above the doors to open or rotate them. Also, use the bow and arrow to shoot at the paintings on the wall containing the faces of the ghost. Shoot all three for each spook and you get to fight them. Also remember, when you come to a frozen switch, you have to shoot at it through the flame with a bow and arrow.

Once three of the ghosts have been killed, head back to the main room where you fight the fourth. All you have to do for this one is wait for all four ghosts to appear and see which one spins – attack that one. Then climb into the lift.

Once down in the room, look at the wall sections poking out and push those to open up all the rooms. You have to press two switches to open the door to the boss.

To defeat the Phantom of Ganondorf, first you need to shoot the horse he is riding three times with the bow and arrow. But wait until the horse is in the purple warp before firing the arrow.

You then need to fight the actual phantom. Doing this is simple. Wait until he is down low, then reflect one of his magic attacks back at him. As he is stunned, whack him repeatedly with the sword. Repeat until dead. Saria will then become one of the Sages and give you a Forest Medallion.



THE MAP

HAUNTED DESERT
HYRULE CASTLE
DEATH MOUNTAIN
GERUDO VALLEY
KAKARIKO VILLAGE
ZORA'S DOMAIN
HYRULE WORLD ATLAS
LAKE HYLIA
KOKIRI VILLAGE
LOST WOODS

NEXT MONTH...

That's where we're going to leave this guide for the moment. In the next part of the game, you have to head up to Death Mountain, but how you progress is up to you. Or you can wait a month until the next part of our guide. In the meantime, if you have any problems, find yourself stuck, or discover any cool secrets about the game, drop us a line at the usual address, but write ZELDA FAQ on your envelopes. We'll collate all the letters to try and provide you with the definitive troubleshooting list.





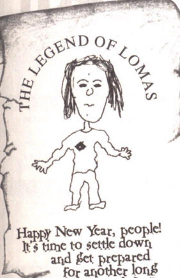
SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

CVG, 37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and only for recent exciting games. No *Fantastic Four* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM



Happy New Year, people! It's time to settle down and get prepared for another long year of hard graft playing video games. But don't worry – it'll be Christmas in only 11 months' time! Yeee-hah! If you want to while away the time, try finding some tips for your new games and sending them in to help those without gaming skills. See yaah!

PLAYSTATION

FORMULA 1 '98

Enter your name as "**cheesy poofs**" to access the hidden stunt course. It features lots of high-speed corners and jumps where you can attempt tricks.

Enter your name as "**go cows**" (lots of South Park-related cheats around these days, eh readers?) to race in a Roman Coliseum with an oval course in the middle, a bit like in *Ben Hur*, only without the horses.

MEDIEVIL

Here's how to get the excellent cheat menu in the UK version of *Medievil*. While playing, pause the game and **hold L2. Now press Down, Up, Square, Triangle, Triangle, Circle, Down, Up Square, Triangle**. To help you remember the cheat, the button pushes spell out "**DUST TO DUST**".

N20

These codes will let you access loads of cheat modes, just in case your blasting skills aren't up to scratch. Enter them as you would any other passcode.

Infinite Lives	**CXXTSTSC**
Level Select	**STCTXTSX**
Weapons Cheat	**SXCSXSCS**
Bonus Ship	**XXXSTCXT**
Bonus Level	**SSSTCTSS**
Firewall Cheat	**XXSXXXTT**
Watery Graphics	**CXSTTCTC**
No Bonus Reset	**STXTCSTX**
Disable Cheats	**SSXCCCCT**

NINTENDO 64

TUROK 2: SEEDS OF EVIL

Go to the Enter Cheat menu and put in any of these codes. Then start a new game and press Start to bring up the Cheat Menu. More to come next month!

Big Heads	**UBERNOODLE**
Stick Men	**HOLASTICKBOY**
Big Hands and Feet	**STOMPEM**
Small Enemies	**PIPSQUEAK**
Pen and Ink Mode	**IGOTABFA**
Gouraud Shading	**WHATSATEXTUREMAP**

EXTREME-G XG2

Enter your name as one of these codes to check out some great features. You can disable a cheat by entering the name a second time.

Infinite Shield and Laser	**XCHARGE**
Infinite Weapons	**MISTAKE**
Infinite Nitro	**NITROID**
Super Speed	**XXX**
Wipeout Mode	**2064**
Overhead View	**SPYEYE**
Rotating View	**SPIRAL**
Blurry Mode	**FLICK**
Tron Mode	**NEUTRON**
Ugly Mode	**PIXIE**
Wireframe Mode	**LINEAR**

INTERNATIONAL SUPERSTAR SOCCER '98

For Big Head mode, go to the title screen with "Press Start" on it and press **C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right, B, A. Now hold Z and press Start**.

IGGY'S RECKIN' BALLS

Enter these codes on the password screen, which you can access by pressing the **R+Z** buttons on the title screen.

All Tracks	**THEUNIVERSE**
All Characters	**HAPPYHEADS**
Longer Rollerball	**2TIMES**
Pause To Skip Levels	**JUMPAROUND**
Max Turbos	**GOBABY**
Bonus Accessories	**SWOPSHOP**
Mad Effects	**OHMY**
Bouncy Mode	**TOOMUCHFUN**
Get Iggy's Girlfriend	**ENTAROADUN**
Ice Platforms	**ICEPRINCESS**
Goo Platforms	**GOOEYGOOGOO**
Goo and Ice Platforms	**GOOEYICEPRINCESS**
Fat Balls	**TOOMUCHPIE**
Tiny Balls	**MICROBALLS**
Non-Stop Rollerball	**NONSTOP**
Sketch Mode	**PENCIL**
Pen And Ink Mode	**ROLFHARRIS**
Turok 2 Effects	**2ROKTOO**

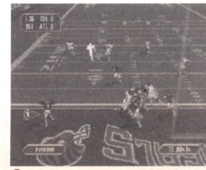
To access two hidden characters called Banjo and Kazooie, go to the title screen and press **B, A, L, L, Z**.

PLAYSTATION AND NINTENDO 64

NFL BLITZ

At the Enter Initials screen, try out these names and codes to play as hidden characters. Just enter everything as you would your own name, and the computer should recognise you as a registered player.

NAME	CODE
Julia	1234
Turmell	0322
Sal	0201
Jason	3141
Jenifr	3333
Daniel	0604
Japple	6660
Root	6000
Luis	3333
Mike	3333
Gentil	1111
Brain	1111
Forden	1111
Skull	1111
Carltn	1111
Shinok	8337
Raiden	3691
Thug	1111
Van	1234
Billz	0526
Zz	1221
Jimk	5651
Marka	1112
Ed	3246
Todd	1122
Mitch	4393
John	5158
Josh	4288
Ryan	1029
Beth	7761
Brian	0818
Grinch	2220
Paulo	0517
Lt	7777
Nico	4440
Gatson	1111
Guido	6765
Rog	8148
Monty	1836
Shun	0530
Gene	0310
Paula	0425
Dbn	6969



Midway staff in *NFL Blitz*! Life doesn't get better than this!

OFFICIAL CHART ROUND-UP



UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**FIFA '99**	**EA**
2	2	TOMB RAIDER 3	EIDOS
3	NE	CRASH 3: WARPED	SONY
4	3	TOCA 2 TOURING CARS	CODEMASTERS
5	NE	BRIAN LARA CRICKET '99	CODEMASTERS
6	NE	KNOCKOUT KINGS '99	EA
7	6	ODDWORLD: ABE'S EXODDUS	GT
8	5	MUSIC	CODEMASTERS
9	9	TENCHU	ACTIVISION
10	RE	COLIN McRAE RALLY	CODEMASTERS

PLAYSTATION PLATINUM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**GRAND THEFT AUTO**	**TAKE 2**
2	2	TOCA TOURING CAR	CODEMASTERS
3	3	CRASH BANDICOOT	SONY
4	4	RESIDENT EVIL	VIRGIN
5	5	HERCULES	SONY
6	7	TIME CRISIS	SONY
7	6	MICKEY'S MAGICAL ADVENTURE	SONY
8	9	DIE HARD TRILOGY	EA
9	8	V-RALLY	OCEAN
10	10	TOMB RAIDER	EIDOS

NINTENDO 64 TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**NE**	**LEGEND OF ZELDA: OCARINA OF TIME**	**THE GAMES**
2	1	WCW vs NWO: REVENGE	THQ
3	2	1080° SNOWBOARDING	THE GAMES
4	3	F1 WORLD GRAND PRIX	THE GAMES
5	4	F-ZERO X	THE GAMES
6	5	BANJO-KAZOOIE	THE GAMES
7	NE	V-RALLY CHAMP EDITION '99	
8	RE	MISSION: IMPOSSIBLE	INFOGRAMES
9	RE	ISS '98	KONAMI
10	RE	GOLDENEYE	THE GAMES

PC CD-ROM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**2**	**TOMB RAIDER 3**	**EIDOS**
2	3	HALF-LIFE	CENDANT
3	1	FIFA '99	EA
4	4	SOUTH PARK	TELSTAR
5	NE	WORMS: SOLD OUT	SOLD OUT
6	5	SIMPSONS: VIRTUAL SPRINGFIELD	FOX
7	NE	WARGASM	INFOGRAMES
8	9	SETTLERS 3	BLUE BYTE
9	NE	SIMPSONS: CARTOON STUDIO	FOX
10	6	GANGSTERS	EIDOS

JAPANESE MULTI-FORMAT SALES TOP 10

1	**DRAGON QUEST MONSTERS**	**GAMEBOY**
2	SMASH COURT TENNIS 2	PLAYSTATION
3	WORLD SOCCER WINNING ELEVEN 3	PLAYSTATION
4	LEGAYA	PLAYSTATION
5	PARLOUR! PRO 4	PLAYSTATION
6	BEAT MANIA	PLAYSTATION
7	BOKAPON!	PLAYSTATION
8	SIMPLE 1500 VOL 1	PLAYSTATION
9	ANOTHER MIND	PLAYSTATION
10	VIGILANTE 8	PLAYSTATION

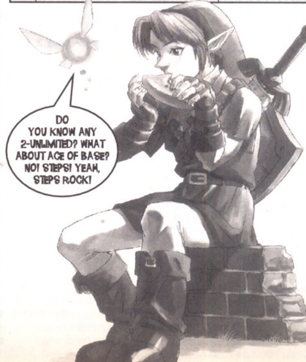
AMERICAN MULTI-FORMAT SALES TOP 10

1	**WCW vs NWO: REVENGE**	**N64**
2	METAL GEAR SOLID	PLAYSTATION
3	NBA LIVE '99	PLAYSTATION
4	CRASH 3: WARPED	PLAYSTATION
5	WCW THUNDER	PLAYSTATION
6	POKÉMON BLUE	GAMEBOY
7	COLONY WARS VENGEANCE	PLAYSTATION
8	POKÉMON RED	GAMEBOY
9	COOL BOARDERS 3	PLAYSTATION
10	XENOGEARS	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	**ISS PRO '98**	**PLAYSTATION**
2	ZELDA 64	N64
3	TETRIS DX	COLOR GAMEBOY
4	MUSIC	PLAYSTATION
5	QUAKE	PC



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	STREET FIGHTER ALPHA 2	VIRGIN
2	NiGHTS	SEGA
3	VIRTUA FIGHTER 2	SEGA
4	SONIC JAM	SEGA
5	SHINING WISDOM	SEGA

DREAMCAST IMPORT TOP 5

1	SONIC ADVENTURE	SEGA
2	SEGA RALLY 2	SEGA
3	VIRTUA FIGHTER 3tb	SEGA
4	BLUE STINGER (MAYBE)	SEGA
5	GODZILLA	SEGA

PLAYSTATION U.K. TOP 5

1	METAL GEAR SOLID	KONAMI
2	TOMB RAIDER 3	EIDOS
3	TOCA 2: TOURING CARS	CODEMASTERS
4	MUSIC	CODEMASTERS
5	ISS PRO '98	KONAMI

PLAYSTATION IMPORT TOP 5

1	R4 - RIDGE RACER TYPE 4	NAMCO
2	STREET FIGHTER ZERO 3	CAPCOM
3	BLOODY ROAR 2	HUDSONSOFT
4	RISING ZAN: SAMURAI GUNMAN	UEP SYSTEMS
5	IQ FINAL	SONY

PC TOP 5

1	HALF LIFE	CENDANT
2	CHAMPIONSHIP MANAGER 3	EIDOS
3	TIBERIAN SUN	EA
4	SOUTH PARK	ACCLAIM
5	HERETIC 2	ACTIVISION

NINTENDO 64 TOP 5

1	ZELDA 64	THE GAMES
2	TUROK 2	ACCLAIM
3	SOUTH PARK	ACCLAIM
4	ROGUE SQUADRON	ACTIVISION
5	WCW vs NWO: REVENGE	THQ

NINTENDO 64 IMPORT TOP 3

1	MARIO PARTY	NINTENDO
2	TETRIS 64	NINTENDO
3	MOTHER 3	HALKEN

GAME BOY TOP 3

1	POKÉMON RED	THE GAMES
2	POKÉMON BLUE	THE GAMES
3	POCKET BOMBERMAN	COLOR GAMEBOY

ARCADE TOP 5

1	SPIKEOUT	AM2
2	DIRT DEVILS	AM3
3	VIRTUA FIGHTER 3tb	AM2
4	GAUNTLET 3D	MIDWAY
5	OCEAN HUNTER	AM1

CVG's Top 15 Mis-spelt Address Headings

1. Computer and vidioe games
2. Saint and kasie
3. Hot pot
4. Mail sack
5. The middle
6. Saint and Keyside
7. Your tips
8. Compute: games and videos
9. Drawink wot you dun
10. Tom Guys, CPG
11. Freepost
12. Dreamcack info
13. C.G.V.
14. Simon Kay (meant to be Steve)
15. Abdul Montaque